Arkham Horror®
The Card Game

Campaign Guide

The Innsmouth Conspiracy

In the Deep, They Thrive

"It was a town of wide extent and dense construction, yet one with a portentous dearth of visible life."

– H. P. Lovecraft, *The Shadow over Innsmouth*

The Innsmouth Conspiracy is a campaign for *Arkham Horror: The Card Game* for 1–4 players. *The Innsmouth Conspiracy* deluxe expansion contains two scenarios: "The Pit of Despair" and "The Vanishing of Elina Harper." These scenarios can be played on their own or combined with the six Mythos Packs in *The Innsmouth Conspiracy* cycle to form a larger eight-part campaign.

Additional Rules and Clarifications

Keys

This expansion introduces key tokens that represent important objects or pieces of information that can be claimed and used during scenarios.

Key tokens have two sides. When facedown, all seven keys have the same universal key symbol, so they can be randomized without the investigators knowing which is which. When faceup, each key is color coded with a unique color.

unknown key

red *blue* *green* *yellow* *purple* *black* *white*

If a scenario uses one or more keys, the setup of that scenario indicates how many are set aside and whether they should be faceup or randomized facedown. Keys can enter play via several different card effects, and they are usually placed on an enemy, location, or story asset. Keys can be acquired in any of three ways:

- If a location with a key on it has no clues, an investigator may take control of each of the location's keys as a ↯ ability.
- If an investigator causes an enemy with a key on it to leave play, that investigator must take control of each of the keys that were on that enemy. (If it leaves play through some other means, place its keys on its location.)
- Some card effects may allow an investigator to take control of keys in other ways.

When an investigator takes control of a key, they flip it faceup (if it is facedown) and place it on their investigator card. If an investigator who controls one or more keys is eliminated, place each of their keys on their location. As an ➤➤ ability, an investigator may give any number of their keys to another investigator at the same location.

Keys have no inherent game effect. However, some card effects may change depending on which keys an investigator controls. Additionally, keys may sometimes be required in order to progress during a scenario.

Flood Tokens

Throughout this campaign, scenario card effects can flood locations. Each location has one of three different flood levels: it is either unflooded, partially flooded, or fully flooded. A location's flood level can be tracked using the double-sided flood tokens included in this deluxe box. **A location's flood level has no inherent game effect.** However, some card effects may change or become stronger while you are at a flooded location, particularly if that location is fully flooded.

- A location with no flood token is unflooded.
- If a location becomes partially flooded, place a flood token on it with the partially flooded side faceup to designate this.
- If a location becomes fully flooded, place a flood token on it with the fully flooded side faceup (or if it is already partially flooded, flip its flood token over) to designate this.

partially flooded

fully flooded

- If a location's flood level is "increased," it changes from unflooded to partially flooded, or from partially flooded to fully flooded. A fully flooded location cannot have its flood level increased.
- If a location's flood level is "decreased," it changes from fully flooded to partially flooded, or from partially flooded to unflooded. If a location becomes unflooded, remove its flood token.
- For the purposes of card effects, both partially flooded locations and fully flooded locations are considered to be "flooded."

Bless and Curse Tokens

This expansion introduces two new kinds of chaos tokens: bless (✧) tokens and curse (ᛋ) tokens. By default, the chaos bag does not contain any ✧ or ᛋ tokens. However, certain card effects can add these tokens or remove them from the chaos bag.

bless (✧) token

curse (ᛋ) token

- ✧ tokens revealed during a skill test have the following effects: "+2. Reveal another token. Instead of returning this token to the chaos bag, return it to the token pool."
  - No more than 10 total ✧ tokens can be included in the chaos bag or sealed on cards in play at any given time.
- ᛋ tokens revealed during a skill test have the following effects: "–2. Reveal another token. Instead of returning this token to the chaos bag, return it to the token pool."
  - No more than 10 total ᛋ tokens can be included in the chaos bag or sealed on cards in play at any given time.
- ✧ or ᛋ tokens revealed outside of a skill test have no effect on their own unless otherwise specified by a card effect.

Seal

As an additional cost for a card with the seal keyword to enter play, its controller must search the chaos bag for the specified chaos token and place it on top of the card, thereby sealing the token. If there is a choice of which token to seal, the card's controller chooses. If the specified token is not in the chaos bag, the card cannot enter play.

A sealed chaos token is not considered to be in the chaos bag and therefore cannot be revealed from the chaos bag as part of a skill test or ability. When a chaos token is "released," it is returned to the chaos bag and is no longer considered sealed. **If a card with one or more chaos tokens sealed on it leaves play for any reason, any chaos tokens sealed on it are immediately released.**

Some cards (with or without the seal keyword) may also have abilities that seal one or more chaos tokens as part of their effect. This is done following the same process as above: searching the chaos bag for the specified token, removing it from the chaos bag, and placing it on the card. If the specified token is not in the chaos bag, the effect fails.

Campaign Setup

To set up *The Innsmouth Conspiracy* campaign, perform the following steps in order.

1. **Choose investigator(s).**
2. **Each player assembles their investigator deck.**
3. **Choose difficulty level.**
4. **Assemble the campaign chaos bag.**
   - **Easy (*I want to experience the story*):** +1, +1, 0, 0, 0, –1, –1, –1, –2, –2, –2, 💀, 💀, 👤, 👤, 📜, 📜, 🐙, 🐙, 🪱, ✨.
   - **Standard (*I want a challenge*):** +1, 0, 0, –1, –1, –1, –2, –2, –3, –4, 💀, 💀, 👤, 👤, 📜, 📜, 🐙, 🐙, 🪱, ✨.
   - **Hard (*I want a true nightmare*):** 0, 0, 0, –1, –1, –2, –2, –3, –3, –4, –5, 💀, 💀, 👤, 👤, 📜, 📜, 🐙, 🐙, 🪱, ✨.
   - **Expert (*I want Arkham Horror*):** 0, –1, –1, –2, –2, –3, –3, –4, –4, –5, –6, –8, 💀, 💀, 👤, 👤, 📜, 📜, 🐙, 🐙, 🪱, ✨.

You are now ready to begin **Scenario I: The Pit of Despair**.

Expansion Icon

The cards in *The Innsmouth Conspiracy* cycle can be identified by this symbol before each card's collector number:

Scenario I: The Pit of Despair

Your eyes flutter open with the languor of one who has slept for days on end. Your senses are in no hurry to return. You blink and struggle to see through the inky black surrounding you. Every inch of you aches with dull, throbbing pain. Your skin is cold and numb, and your clothes are waterlogged. Your mind swims with half-articulated thoughts and tangled memories. You have no idea where you are or how you got here.

You snap to attention, heart racing in your chest. You lie on a jagged stone floor in a shallow pool of dark, ice-cold water. Knowing panic will only make the situation worse, you take a series of deep, meditative breaths. You try to remember something—anything—that might allow you to retrace your steps, but your mind is blank. You remember who you are, but nothing whatsoever from the recent past. You steady yourself and examine your surroundings.

The chamber appears to be a natural cave formation. Kelp dangles from the ceiling. The stone walls and floor are wet and slimy. A rhythmic drip, drip, drip echoes throughout the otherwise silent cave. This cavern has been underwater, and not too long ago. A result of the tides, perhaps? You swallow your fear like a lump of cold iron. If it is low tide now… A cold shudder ripples up your spine. You examine the ceiling and are surprised to see a slab of metal set into the rough stone overhead. Its polished surface is alien to the rest of the natural cavern. You call out for help, hoping somebody can hear.

Your dread deepens at the reply: an awful croaking and gurgling that permeates the tunnels—a sound no human could make.

Scenario Setup

- Gather all cards from the following encounter sets: *The Pit of Despair*, *Creatures of the Deep*, *Flooded Caverns*, *Rising Tide*, *Shattered Memories*, *Agents of Cthulhu*, and *Rats*. These sets are indicated by the following icons:

Note: The encounter set icon for each Tidal Tunnel location appears only on the location's revealed side (see "Tidal Tunnels" on the following page for more information).

- Place each key as follows:
  - Set the blue and green key aside, faceup.
  - Set the red, yellow, and purple keys aside, facedown. Shuffle them so you do not know which is which.
  - Remove the black and white keys from the game. They are not used in this scenario.
- Put the Unfamiliar Chamber location into play. Each investigator begins play at the Unfamiliar Chamber.
- Find each of the following locations and set them aside, out of play: Idol Chamber, Altar to Dagon, and Sealed Exit *(each of these locations is on the reverse side of a Tidal Tunnel location)*.
- Shuffle the remainder of the Tidal Tunnel locations and randomly put three of them into play below, to the left, and to the right of the Unfamiliar Chamber, unrevealed side faceup *(see location placement on the following page)*.
- Set the rest of the Tidal Tunnel locations aside, out of play.
- Set each of the following cards aside, out of play: The Amalgam enemy, both copies of the Blindsense treachery, and all 3 copies of the From the Depths treachery.
- Add the flood tokens to the token pool.
- Shuffle the remainder of the encounter cards to build the encounter deck.
- You are now ready to begin.

Tidal Tunnels

Locations with unrevealed Tidal Tunnel sides exist in multiple encounter sets. (For example, in this scenario, both the *Flooded Caverns* encounter set and *The Pit of Despair* encounter set contain unrevealed Tidal Tunnel locations). Because these locations can come from multiple different encounter sets, they have no encounter set icon on their unrevealed side. To see which encounter set a Tidal Tunnel location belongs to, check its revealed side.

The Depths

Some cards in this scenario refer to an area called "the depths." The depths is an out-of-play area next to the act and agenda decks that The Amalgam enemy can enter and leave via card effects. While The Amalgam is in the depths, it is out of play and cannot be affected by player cards or investigator actions.

- **When The Amalgam moves from play to the depths, remove all tokens from it except for its key tokens.** Key tokens are not removed from The Amalgam when it enters the depths unless it was defeated by an investigator, in which case that investigator takes control of each of its keys.

Keys

In this scenario, keys represent the following:

- Blue: An idol of a malformed aquatic creature.
- Green: An emerald key with four prongs.
- Red: A piece of amber in the shape of a fish's heart that whispers something alien to you when you hold it.
- Yellow: A calcified piece of chitin in the shape of a tentacle.
- Purple: A jagged key of twisted marble and onyx.

Location Adjacency in the Pit

During this scenario, locations are arranged in a set pattern, with new locations from the Tidal Tunnel deck emerging below, to the left, or to the right of existing locations. *(Note: The Tidal Tunnel deck does not exist at the beginning of this scenario. You will be instructed when and how to create it at a later time during the scenario.)*

- **During this scenario, adjacent locations are considered to be connected to one another.**
- A location that is put into play below or to the left or right of another location should be set next to that location in the indicated position, with no other locations between them. A location that is next to another location in this manner is considered "adjacent."
- Locations are only adjacent orthogonally (left, right, above, or below); they are not adjacent diagonally.
- You cannot put a location into play where an existing location already is. If you are instructed to place a new location from the Tidal Tunnel deck in a spot that is already occupied by an existing location, the new location does not enter play.

Location Placement for "The Pit of Despair"

Note: During act 2, more locations will be added below, to the left, and/or to the right of the location shown here.

Flashbacks

Throughout *The Innsmouth Conspiracy* campaign, you will occasionally be instructed to read "flashback" sequences such as the ones below and on the next page. Each flashblack contains a piece of your fractured memories. If you glimpse enough of these memories, perhaps you can cobble together a greater understanding of the events that have led you to this point. Some flashbacks might also provide additional benefits in the form of additional experience or the removal of harmful symbols from the chaos bag.

FLASHBACK I

Do not read unless instructed

You stand in a small office, examining a worn photograph in a well-polished wooden frame. In the photo, a squad of men in military uniforms pose in front of a Bristol F.2 Fighter plane. Several of the men wear tan British uniforms, but one sports the olive overcoat and khakis of an American soldier. His sleeves each bear a rectangular patch striped vertically with a captain's paired silver bars. At the bottom of the photograph, in black ink, cursive handwriting reads "British Fourth Army, outside St. Quentin, 1918."

The door to the office opens suddenly, startling you. You put the photograph down and turn to address the man entering. You identify him immediately by his dark-brown skin, his strong jaw, and his broad shoulders. It is Thomas Dawson—the American from the photograph—though he has aged a bit since his war days, and heavy bags hang under his eyes. "One war ends; a new one begins," he says quietly. "Only this enemy is even harder to root out."

You ask the man what a war hero is doing in the investigative business, and he chuckles softly in response. "War hero? I don't know where you heard that from. I was just doing my duty." You shake your head but do not argue further. You suspect that the squadron Captain Dawson rescued would disagree as well.

"In any event, I suppose you're wondering why I summoned you here to Boston," he says, gesturing for you to take a seat in front of his desk. You sit and respond to his remark with affirmation, wondering aloud why a telephone call would not have sufficed. "This is a… sensitive matter," he replies. "A few days ago, I lost contact with one of my agents, a Miss Elina Harper. I had her investigating several strange reports I've received in the past few months, all concerning a town called Innsmouth. Do you know the place? It's along the coast to the north of your town of Arkham, just by Ipswich."

You know the place. Though most have never heard of the shadowed, decrepit seaport, those who do hear only ill rumors. From what you understand, the town used to be a lively port before the War of 1812, but it has since become dingy and run-down. The only railway line that runs through Innsmouth is abandoned, and there are no references to the town on any maps or in any guidebooks you have ever seen.

"Perhaps she's found something curious or has gone into hiding, but I suspect foul play. It could be mob work, but I doubt it. I'm not sending any more agents until I know for sure. However, I have some room in our discretionary budget to hire a third party, such as yourself." You assume Agent Dawson is dancing around the truth, which is that you are expendable. "I know it isn't much to go on, but I need to know the status of Agent Harper. Even bad news would be better than no news, at this point. If you do me this favor, our agency will be in your debt." You ask which agency Dawson is referring to. A smirk tugs at his lips.

When you snap back to the present, you still gaze at Agent Dawson's face, only now his smirk is twisted in a haunting visage of agony. It is just one of the many faces that writhe in torment throughout this repulsive creature's scaly, pulsating flesh.

In your Campaign Log, under "Memories Recovered," record *a meeting with Thomas Dawson*.

FLASHBACK II

Do not read unless instructed

An old fishing vessel rocks side to side beneath your feet, assaulted by tempestuous waters and the tentacles of some enormous creature looming just beneath the waves. "Somebody kill that damned thing!" the ship's captain shouts. A loud crash erupts across the vessel, and the hull howls in protest as a vast tentacle encircles it and draws tight. "It's got us in its grip! It ain't goin' nowhere. Now's your chance!" the grizzled, old captain yells. With fire in your eyes, you raise your weapon and swing…

You return to the present, a sickness churning in your stomach. The skeletal remains of the creature stare back at you. What on Earth was *that thing?*

In your Campaign Log, under "Memories Recovered," record *a battle with a horrifying devil.*

Remove 1 token from the chaos bag for the remainder of the campaign.

FLASHBACK III

Do not read unless instructed

"Hey, take a look at this." Your employer shoves a strange figurine into your hands. It is hewn of emerald stone and looks vaguely aquatic, with two unblinking eyes and a row of sharp teeth. A piece of heart-shaped amber is embedded in its center. "What do you make of it?"

You reply that you have seen nothing quite like it before, but it does happen to match the descriptions you have heard of the "devils" that skulk about the reefs a couple of miles beyond the harbor. "Something fishy is going on here, if you'll pardon my saying," the man mutters, folding his arms across his chest. "I'm glad I roped you in on this case. It's looking less and less like mob work with each passing hour." You nod in agreement and hand the strange figurine back to the agent. Everything about this town feels foul to you. "Let's stick together from here on out," your companion says, his voice darkening.

In your Campaign Log, under "Memories Recovered," record *a decision to stick together.*

Remove 1 token from the chaos bag for the remainder of the campaign.

FLASHBACK IV

Do not read unless instructed

You stand before a terrible onyx statue in a dark, dingy basement. It smells of stale, dank air and rotting fish. The statue depicts a creature that is a hybrid of both fish and human, covered in hideous, misshapen scales. Grotesque gills and fins blend with tortured human features. Its large, round eyes glare at you. In the distance, you hear the faint chanting of some kind of ceremony. "Y'ha-nthlei! Y'ha-nthlei!" the voices cry. Just as you begin to make out the strange syllables, a splash behind you catches your attention. You duck behind the onyx statue and wait patiently as several figures approach where you stood just moments before. You hold your breath. The gentle sloshing of their steps as they wade through the water passes and fades into the distance. You allow a brief sigh of relief, but begin to follow close behind…

In your Campaign Log, under "Memories Recovered," record *an encounter with a secret cult.*

Remove 1 token from the chaos bag for the remainder of the campaign.

DO NOT READ
until the end of the scenario

If no resolution was reached because each investigator was defeated: *You sputter and cough up an entire lungful of dirty water and sand. Cold, dark seawater laps at your skin as you spit the last of the bitter salt taste back into the rolling tide.*

A pair of warm hands shoves you onto your back and pulls you up into a sitting position. "Thank goodness you're alive," someone says. Even through the strained voice, you can hear a rhythmic Indian accent and the unwavering confidence of a trained professional. As your eyes adjust, they take in a sky of dark crimson, the full moon hanging just below the blackened sun. "We have no time to spare. Come on: get up."

You wipe stinging salt water from your eyes, your strength returning slowly. Your savior is a woman with long, raven-black hair. Her tattered trench coat has seen better days, and bruises splash across her dirt-covered skin. "You seem confused. Why are you looking at me like that?" the stranger asks.

- Each investigator earns experience equal to the Victory X value of each card in the victory display. Record this experience under "Unspent Experience" in your Campaign Log, but **do not spend any of it yet**. You will be instructed to spend this experience at a later time.
- Proceed to **Interlude I: Puzzle Pieces**.

Resolution 1: *In the distance, the sky is a dark crimson, and the full moon hangs just below the blackened sun. You are about to close your eyes and surrender to unconsciousness when a stranger's voice startles you back to your feet. "Oh! You are alive?" Even through her strained voice, you can hear a rhythmic Indian accent and the unwavering confidence of a trained professional. Standing in front of you is a woman with long, raven-black hair. Her tattered trench coat has seen better days, and bruises splash across her dirt-covered skin. "You seem confused. Why are you looking at me like that?" the stranger asks.*

- Each investigator earns experience equal to the Victory X value of each card in the victory display. Record this experience under "Unspent Experience" in your Campaign Log, but **do not spend any of it yet**. You will be instructed to spend this experience at a later time.
- Proceed to **Interlude I: Puzzle Pieces**.

Interlude I: Puzzle Pieces

You have no idea who this woman is or how she knows you, yet she seems comfortable and familiar with you. You strain your memory trying to think of how you might have met, but it's no use. You're certain she is a complete stranger. Having woken up in a cold, wet prison with no memories, you aren't feeling very sociable. Your fear and distrust must show, because the woman backs off and narrows her eyes. "What is it? What's wrong?"

You respond by asking the woman if you know her. "You truly don't remember? Well, that's going to complicate things. What do *you recall? Do you remember* anything*?"*

You relate to the woman the flashes of recollection that you experienced earlier…

Check the "Memories Recovered" section of the Campaign Log. Read each of the sections below that apply to your situation. Then, proceed to the following text.

If *a meeting with Thomas Dawson* is listed under "Memories Recovered":

You put two and two together and ask if the woman is Miss Harper. "Ah, so you do *remember me?" she asks with a playful smirk, but you shake your head in response and explain that you only remember being hired by a man named Thomas Dawson to find her. "But that was… oh. You have forgotten a* lot*, haven't you? Speaking of Dawson, where is he? Did you see him down there?"*

Your thoughts turn to the twisted, mangled face that triggered your flashback. Agent Harper's expression turns dour as she watches your eyes. "… I see. I wish he hadn't come to this forsaken town. Those brutes are going to pay for this." You ask who she thinks is responsible for Dawson's death, and she raises her eyebrows in response. "Right, you don't remember. As far as I know, the last time anybody saw either of you was just before you visited the Esoteric Order of Dagon. Draw your own conclusions."

The conspiracy deepens. Each investigator records 1 additional experience under "Unspent Experience."

If nothing is listed under "Memories Recovered":

You shake your head. You remember nothing. "That's going to make this difficult," the woman says with a sigh. "All right. Well, I'll tell you what I know. I am Agent Elina Harper. My understanding is that you were hired by my boss, Agent Thomas Dawson, thanks to your deeper understanding of… well, of things that don't really make sense to the rest of us." You ask what task you were hired to perform, and the woman smirks. "You were hired to find me, actually. The Order wasn't all too happy about that. It's a bit of a long story. Let's get out of here first, and then I can catch you up on all that."

If *a battle with a horrifying devil* is listed under "Memories Recovered":

You tell Agent Harper about your battle with some kind of aquatic creature. "Devil Reef," she says, shuddering. "Whatever is going on in this town, Devil Reef is at the heart of it. Let's hope we don't have to head back that way anytime soon… and let's hope that thing *stays dead."*

The conspiracy deepens. Each investigator records 1 additional experience under "Unspent Experience."

If *a decision to stick together* is listed under "Memories Recovered":

"So you and Dawson were looking for me together, then? Interesting." She considers this for a moment. "I guess even the extraordinary Captain Dawson can be rattled from time to time. It's somewhat gratifying to know he cared that much about finding me. Still…" her gaze wanders toward the horizon. "All right, Dawson. I'll make sure you didn't die in vain. I'll burn this whole town to the ground if I have to."

The conspiracy deepens. Each investigator records 1 additional experience under "Unspent Experience."

If *an encounter with a secret cult* is listed under "Memories Recovered":

You describe your memory from inside some kind of cult headquarters. "Sounds like that must have taken place inside the Esoteric Order of Dagon building on the north side of town," Agent Harper reasons. "That organization is vile: I just know it. I have no evidence to bring back, though, and it sounds like you've forgotten everything you learned." She curses under her breath.

The conspiracy deepens. Each investigator records 1 additional experience under "Unspent Experience."

You point to the strange, crimson horizon behind Agent Harper and note aloud the alignment of the sun and the moon. "That began just after you and Agent Dawson entered the Order's headquarters," she explains. "That was almost three days ago. I have no idea what it means, but I can't imagine it is anything good. All of Innsmouth's been locked tight lately. Not a soul in sight. You're lucky I figured out where to look for you."

Your mind reels. The last thing you remember before waking up in that dank pit was enjoying a pleasant late-summer's eve in Arkham. Now you're in another town altogether, and your memory is filled with gaping holes. You wonder aloud what the date is, and Agent Harper replies: "It's the twenty-fourth of September. I don't know when exactly you arrived in Innsmouth or how much of your memory is missing. Isn't there anything else you remember? Anything at all?"

The water sloshes against your feet as you struggle to remember. In minutes, the tide has risen several inches, and there's no sign of it slowing down. You fix your gaze on the woman who stands before you—her weary eyes, her disheveled clothes, the red marks on her wrists—and something triggers in your recollection.

"Wake up. We're almost there." *The memory lurks at the precipice of your consciousness, threatening to draw you into the darkness.* "Hey. Wake up, I said." *You clutch your forehead as searing pain bounces throughout your skull.* "Wake up, dammit!"

Darkness pulls at the edges of your vision. More memories come flooding back…

Proceed to **Scenario II: The Vanishing of Elina Harper**.

Scenario II: The Vanishing of Elina Harper

WEDNESDAY, AUGUST 17, 1927

FIVE WEEKS EARLIER

"Wake up, dammit!" Agent Dawson shakes you awake with his right hand. You are in the passenger seat of a pristine, state-of-the-art motorcar, its polished body glowing with light from the moon as it rolls through the foggy Massachusetts countryside. "We're almost there," Dawson informs you. Unfortunately, Innsmouth lacks a working railroad, which you would have preferred. There is a bus that runs from Boston to Newburyport and another that runs from Newburyport to Innsmouth… but Dawson had insisted on driving you there himself, perhaps to provide you an escape route should things go sour, or to show off his expensive automobile. Probably both.

As you arrive in Innsmouth, the stale odor of day-old fish and decrepit, musty buildings washes over you. Many of the buildings along the western side of the town seem to be abandoned, though you occasionally spot figures in some of the windows. You imagine Agent Dawson's opulent car must make quite an impression in such a dirty and dingy town. You joke that perhaps he should have driven here in a jalopy, to which he replies with a smirk: "That's never been my style."

Eventually, you reach a defunct railroad station that was given up years ago. A few train cars sit abandoned on the tracks, and the depot is boarded up and condemned. Dawson suddenly grimaces and points to another vehicle in the open lot. "That's Agent Harper's breezer. Let's park here and continue on foot. We can move through the town a little easier that way," he reasons.

You check Agent Harper's vehicle before continuing, but it contains no clues as to her whereabouts. From there, you head eastward beside the Manuxet River, passing numerous deserted warehouses, sodden alleyways, and standoffish townsfolk. "Harper's got to be somewhere in this forsaken town. Residents don't look all too friendly. Wouldn't be surprised if she drew too much attention from a local mob or the like…" Dawson begins to contemplate aloud. You ask how he knows his agent isn't simply keeping a low profile. "Ah, yes—well, we have a code phrase for that. If she had sent me a letter saying she 'had some errands to run,' that would have signalled that she would be out of touch for a short while. Without that signal, I have to assume the worst." To the northeast, several factory buildings loom over the rest of the town's sagging gambrel

roofs, cupolas, and widow's walks. None of the locals stop to greet you along your way. Given the repulsive countenance that many of them bear, their aversion to the usual small-town pleasantries is a relief.

Eventually, you reach the town square just south of the Manuxet, though even these crumbling brick buildings that surround the supposed heart of the town inspire little confidence in Agent Harper's safety. An old bus idles nearby, its greasy-looking driver leaning against the door and eyeing you suspiciously. With little else to go on, you decide to split up, knowing that you can cover much more ground that way. "Canvass the locals and learn more about this town," Dawson says. "Find out who the big shots are in this hellhole. One of them is bound to know where Harper was last seen, or who she was with. I'm going to see if I can find where she was hiding out and look for some sign of her. Meet up with me here at 1900 hours. Understood?" You nod in agreement and go your separate ways.

The first person you check with is the bus driver, who probably has a decent understanding of the town. His coarse, greyish skin is the first thing you notice, followed swiftly by unusually deep and shadowed creases in the flesh of his neck, almost as if he were prematurely aged. His bulging eyes are unsettling, and you're suddenly unsure whether you've seen him blink even once as you approach. You start to offer your hand as you introduce yourself, then think better of it, just in case the man has some kind of disease you've never heard of. He introduces himself as Joe Sargent and gives you a useful—if cursory—rundown of some of the nearby buildings.

What follows is a summary of the information conveyed to the investigators about the town of Innsmouth.

- In plain view of the town square is a grocery of the First National chain, run by a youngster by the name of Brian Burnham, an outsider from Arkham. The idea that somebody else from Arkham might be here fills you with some degree of hope, and perhaps a little bit of pity for the boy.
- The Gilman House, owned by Othera Gilman, is the only hotel in town. Considering its shabby appearance, you suddenly wish you'd only planned a day trip.
- Down the street from the Gilman House, tucked between a dismal restaurant and a drug store, is the Little Bookshop, so named not for its size, but after its owner, Joyce Little. Mr. Sargent doesn't seem to care much for her.
- To the north, along the Manuxet, is the Marsh Refining Company, the centerpiece of the town's only industry. Joe speaks of its owner, Barnabas—whom he calls "Old Man Marsh"—with a measure of reverence and admiration.
- Mr. Sargent tells you to avoid the old bridge along Fish Street, which is collapsed from years of disrepair and now serves only as a haunt for the dispossessed. "An' don' listen to that drunk, Zadok," the bus driver warns. "'Is tales are jus' that. Tales. Nothin' more."
- Farther east, past Water Street, lies Innsmouth Harbour. Sargent warns you not to get in the way of the dockworkers or their business, for they are a rowdy bunch who aren't used to outsiders—especially the ironically-named Robert Friendly, whose name Sargent utters with a hint of hostility.
- To the north, on New Church Green, there exists an old Masonic Hall, now given over to an organization referred to as the "Esoteric Order of Dagon." What truly goes on inside this old, decrepit building is anyone's guess.

Finally, Mr. Sargent asks you what you're doing in Innsmouth. You dodge the question with one of your own, asking him if he has seen anybody around town matching Agent Harper's description. He pauses, then shakes his head. "Never seen 'er," he mutters, refusing to meet your gaze.

You spend the rest of the day learning the layout of the town and attempting in vain to make conversation with the locals. The more time you spend in this strange, squalid town, the more you wish you had never taken Agent Dawson up on his offer. There is something foul in the air here, something rotten and fetid that disturbs you to your core.

Later that night, you meet up with Agent Dawson in the now-deserted town square and share what you have learned. "Take a look at this," he says, handing you a creased, ink-stained letter addressed to him. "Turns out Harper had a room at that disgusting old hotel. Still does, technically, but it seemed like she hadn't been around for a few days. I broke in and found this among her things."

Judging from the unmailed letter, it seems Agent Harper knew someone in town was tracking her movements. I'm being followed, *the missive explains.* Don't know how they know, but they know. It's like the whole town is in on something. I have no contacts here whom I trust. It's going to require more than one agent to sort this out, I fear—

The letter is cut short. "Well, she has more than one agent now," Dawson says bitterly once you are done reading. "There's only one reason she wouldn't have sent this letter. Harper's in danger, and somebody in this balled-up town knows where she is." Together, you begin to formulate a plan to find Agent Harper. First, narrow down her last known location. Second, find out who knew she was in town. Then… pay them a visit.

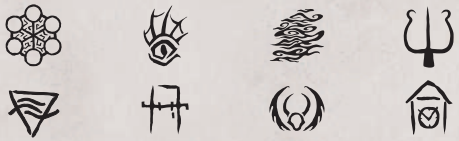
Investigator Setup

Perform this step before setting up your investigator.

- Agent Dawson has briefed you on your task and prepared you for this mission. Each investigator may now spend the experience recorded under "Unspent Experience" in the Campaign Log.

Scenario Setup

- Gather all cards from the following encounter sets: *The Vanishing of Elina Harper*, *Agents of Dagon*, *Fog over Innsmouth*, *The Locals*, *Chilling Cold*, *Locked Doors*, *Nightgaunts*, and *The Midnight Masks*. These sets are indicated by the following icons:



  When gathering *The Midnight Masks* encounter set, only gather the five treachery cards (2x False Lead and 3x Hunting Shadow). Do not gather any of the other cards from that encounter set.

- Put the following locations into play: Innsmouth Square, Marsh Refinery, Innsmouth Harbour, Fish Street Bridge, First National Grocery, Gilman House, and The Little Bookshop *(see suggested location placement on next page)*.
  - Each investigator begins play at the Innsmouth Square.
- Prepare the Leads deck. This is done by performing the following steps:
  - Put the double-sided Finding Agent Harper reference card into play, next to the scenario reference card.
  - Find the six unique enemies with the ***Suspect*** trait and the six single-sided locations with the ***Hideout*** trait. Split them into two piles: one pile for the ***Suspect*** enemies and one pile for the ***Hideout*** locations.
  - Randomly choose one card from each pile (one ***Suspect*** enemy and one ***Hideout*** location) and place them facedown beneath the Finding Agent Harper card without looking at them.
  - Shuffle the ten remaining cards from the two piles together to form a deck. This deck is called the Leads deck. Place it near the scenario reference card.
- Set agenda 3 and act 2 aside, out of play. *(Do not use them when building the agenda deck and act deck.)*
- Set each of the following cards aside, out of play: the Thomas Dawson and Elina Harper story assets, both copies of the Hunting Nightgaunt enemy, and the Winged One enemy.
- Shuffle the remainder of the encounter cards to build the encounter deck.
- You are now ready to begin.

Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other setups or resolutions, you may use the information below when setting up and playing this scenario:

- Assemble the chaos bag using the following tokens: +1, 0, 0, –1, –1, –1, –2, –2, –3, –4, , , , , , , , , , .
- *A decision to stick together* is not listed under "Memories Recovered."

Finding Agent Harper

In this scenario, you are tasked with figuring out which ***Suspect*** enemy has kidnapped Agent Harper and which ***Hideout*** location holds her. This is done by discovering and spending clues to look at and draw cards from the Leads deck.

Each card in the Leads deck represents one of the possible ***Suspect*** enemies or one of the possible ***Hideout*** locations. Since the correct enemy and location are facedown beneath Finding Agent Harper, none of the cards in the Leads deck can be the correct choice. Therefore, by looking at cards from the Leads deck or by putting them into play, you can narrow down the list of possible enemies and locations by process of elimination. As you eliminate possible enemies and locations, use the list in your Campaign Log to cross off entries and discover the truth.

Once you are confident in your information, use the **Objective** ability on act 1a to advance. But beware—you only have so much time to find the truth, and you may have to guess…

Suggested Location Placement for "The Vanishing of Elina Harper"

First National Grocery
LOCATION
Innsmouth.
"For some reason or other I chose to make my first inquiries at the chain grocery, whose personnel was not likely to be native to Innsmouth."
– H. P. Lovecraft, The Shadow over Innsmouth
Marsh Refinery
LOCATION
Innsmouth.
"He found the Marsh refinery a queer place—it's in an old mill on the lower falls of the Manuxet. What he said tallied up with what I'd heard. Books in bad shape, and no clear account of any kind of dealings. You know it's always ben a kind of mystery where the Marshes get the gold they refine."
– H. P. Lovecraft, The Shadow over Innsmouth
The Little Bookshop
LOCATION
Innsmouth.
A rare bit of warmth in an otherwise dreary town, The Little Bookshop is a narrow maze of shelves, each one spilling over with books.
Innsmouth Square
LOCATION
Innsmouth. Central.
"One side of the cobblestoned open space was the straight line of the river; the other was a semicircle of slant-roofed brick buildings of about the 1800 period, from which several streets radiated away to the southeast, south, and southwest. Lamps were depressingly few and small—all low-powered incandescents…"
– H. P. Lovecraft, The Shadow over Innsmouth
Innsmouth Harbour
LOCATION
Innsmouth.
"The harbour, long clogged with sand, was enclosed by an ancient stone breakwater; on which I could begin to discern the minute forms of a few seated fishermen, and at whose end were what looked like the foundations of a bygone lighthouse. A sandy tongue had formed inside this barrier, and upon it I saw a few decrepit cabins, moored dories, and scattered lobster-pots."
– H. P. Lovecraft, The Shadow over Innsmouth
Gilman House
LOCATION
Innsmouth.
"Yes, there's a hotel in Innsmouth—called the Gilman House—but I don't believe it can amount to much. I wouldn't advise you to try it."
– H. P. Lovecraft, The Shadow over Innsmouth
Fish Street Bridge
LOCATION
Innsmouth.
"Fish Street was as deserted as Main, though it differed in having many brick and stone warehouses still in excellent shape."
– H. P. Lovecraft, The Shadow over Innsmouth

Note: Locations in this diagram with dotted-line borders represent the six possible ***Hideout*** *locations. They do not begin in play. They may or may not enter play during the course of the scenario, depending on the actions of the investigators.*

Scenario Interlude: The Accusation

Read this interlude only when you are instructed to do so.

Using the knowledge you've gathered, you must make an accusation in an attempt to locate who has kidnapped Elina Harper and where she is hidden. In order to make this accusation, the players must choose one ***Suspect*** enemy and one ***Hideout*** location from among the options listed on the Finding Agent Harper reference card.

Note the ***Suspect*** cannot be an enemy who is currently in play or in the victory display, nor can the ***Hideout*** be a location that is currently in play. Use this information to narrow down your choices.

- Once the accusation has been made, do the following:
  - Reveal the ***Suspect*** enemy and the ***Hideout*** location that are facedown beneath Finding Agent Harper. In your Campaign Log, under "Possible Suspects / Possible Hideouts," circle the names of the correct ***Suspect*** enemy and ***Hideout*** location.
  - If neither card matches your accusation, the investigators are on the wrong track and must immediately resign.
  - If only one of the two cards matches your accusation, the investigators are partially correct and may proceed, but they have angered the citizens of Innsmouth during their careless investigation. Flip over the Finding Agent Harper reference card and spawn the enemy on its other side at the Innsmouth Square.
  - If both cards match your accusation, the investigators are correct and may proceed.
- In order to set up the final act and agenda, do the following:
  - Advance the act directly to the set-aside act 2a.
  - Advance the agenda directly to the set-aside agenda 3a.
  - Put the ***Hideout*** location that was beneath Finding Agent Harper into play. Add 1 additional clues to that location. Place the set-aside Elina Harper story asset beneath this location to indicate that this is where Elina Harper has been captured.
  - Spawn the ***Suspect*** enemy that was beneath Finding Agent Harper at Elina Harper's location, ignoring their **Revelation** ability. For the remainder of the scenario, this enemy is referred to as "the kidnapper."
  - Remove the Leads deck from the game.
  - You are now ready to proceed with the final act and agenda.

DO NOT READ
until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): *The town of Innsmouth has proven more hostile and unwelcoming than you could have ever imagined. At every turn, you are stalked by sordid brutes and disfigured silhouettes: figures that crawl on all fours and watch you from the shadows with bulging, unblinking eyes. Fearing that you have drawn too much attention to your investigation, you retreat to your hotel room only to find it ransacked. Your luggage is ravaged, its contents strewn about. Much of your gear has been stolen. Scrawled on the wall in black paint is a warning:*

INTERLOPERS DROWN IN THE DEEP

- Proceed to **Resolution 1**.

Resolution 1: *You are cleaning up the mess left behind by those who vandalized your hotel room when you hear shuffling outside your door. Fearing the worst, you press up against the wall and wait in perfect silence. There is no escape from your room other than a narrow window of dirty glass that you don't think you can fit through. Your heart thumps loudly in your chest as you wait for whatever is to come—a knock on the door, a break-in, anything. You certainly aren't expecting a small leather notebook to slip through the crack under your door, though that's exactly what happens.*

After a moment, you breathe a sigh of relief and step forward to examine the notebook. It's an old handwritten account describing the history of the strange town of Innsmouth as far back as the early eighteen hundreds, though the author goes unnamed. The record seems to focus primarily on Obed Marsh's founding of a strange organization called the Esoteric Order of Dagon. You don't remember any manuscripts of this sort on sale at the local bookstore, nor do you think the town has any libraries to speak of. Where was this notebook found, and who delivered it to you?

Curiosity gets the better of you. You open the door to your hotel room, but the dim, dusty hallway lies bare before you. The identity of your benefactor eludes you. Still, you can't pass up a chance like this. For the remainder of the night, you study the record, jotting notes in the margin as you draw connections between Innsmouth's past and the events of the past week. One thing becomes clear: whatever this Esoteric Order of Dagon is, its members must be the ones behind Agent Harper's kidnapping. And just as Agent Dawson suspected, their motives seem to have nothing to do with evading prohibition…

- Each investigator earns experience equal to the Victory X value of each card in the victory display. Record this experience under "Unspent Experience" in your Campaign Log, but **do not spend any of it yet**. You will be instructed to spend this experience at a later time.
- In your Campaign Log, record *the mission failed*.
- Proceed to **Interlude II: The Syzygy**.

Resolution 2: *"P-please, miss, y-you have to believe me!" Brian stammers. Agent Harper stands over the seventeen-year-old and taps threateningly on the holster of her firearm. "I didn't have a choice, I'm telling you! It was the Order! Th-they made me do it!"*

Harper rolls her eyes and turns to you. "I can't believe I was abducted by this goof. Certainly a low point in my career." You offer that it was precisely his bumbling nature that allowed the boy to catch her off guard. "I suppose you're right. Anyhow, what's done is done. What do you make of all this?" she asks, crossing her arms. "The boy seems to think it was wiser to ambush a federal agent than run afoul of this 'Order.' Think he's telling the truth?"

You might have miscalculated Mr. Burnham's capabilities, but he certainly seems to be more afraid of this Order than he is of you. With a sigh, you nod.

"All right, kid," Agent Harper says, hauling the boy to his feet. "Time for you to talk. Tell us everything."

- Each investigator earns experience equal to the Victory X value of each card in the victory display. Record this experience under "Unspent Experience" in your Campaign Log, but **do not spend any of it yet**. You will be instructed to spend this experience at a later time.
- In your Campaign Log, record *the mission was successful*.
- Proceed to **Interlude II: The Syzygy**.

Resolution 3: *Othera struggles against her bonds, trying like hell to free herself. "Let me go! You have to let me go!" she cries. Agent Harper grins, reveling in this turn of events.*

"Doesn't feel so good, does it?" she teases.

"You don't understand," Othera replies. "Come. Look. You'll see." She motions to the door next to her, which you haven't yet searched. Inside is a stash of oil paintings, dozens and dozens of them, all depicting the same thing: a tumultuous maelstrom in the middle of the ocean, over which the sun and the moon hang in perfect alignment against a red-tinged sky. "What in the hell…?" Agent Harper wonders aloud as she sorts through the many reproductions.

Othera bites her lip, and a single tear streaks down her cheek. "It's the Order," she whispers. "The Order owns us all."

- Each investigator earns experience equal to the Victory X value of each card in the victory display. Record this experience under "Unspent Experience" in your Campaign Log, but **do not spend any of it yet**. You will be instructed to spend this experience at a later time.
- In your Campaign Log, record *the mission was successful*.
- Proceed to **Interlude II: The Syzygy**.

Resolution 4: *Despite her situation, Joyce does little to resist you once you have her restrained. She seems resigned to her fate, her gaze elsewhere as you question her. "Believe me, if I'd had another method of getting you to back off, I would have used it," she says to Agent Harper. "But you were getting too close. So I did what had to be done."*

"I don't understand. Too close to what, exactly, Ms. Little?" Harper asks.

"There is a secret at the heart of this town. A secret that brings us wealth. A secret that brings us power. A secret that brings us…" She pauses to find the right words. "…closer to our destiny."

"And what kind of secret is that?" Harper probes.

Joyce smirks and shakes her head. "What makes you think I would ever share that with outsiders?"

"Because you assaulted a federal agent, and if you don't tell me what I want to know, your 'destiny' is going to be the inside of a lonely prison cell."

You watch Ms. Little's confidence shatter. She gulps down the last of her pride. A bead of sweat drips down her forehead. "It started with the Order," she explains quietly.

- Each investigator earns experience equal to the Victory X value of each card in the victory display. Record this experience under "Unspent Experience" in your Campaign Log, but **do not spend any of it yet**. You will be instructed to spend this experience at a later time.
- In your Campaign Log, record *the mission was successful*.
- Proceed to **Interlude II: The Syzygy**.

Resolution 5: *Barnabas spits in your face as you attempt to interrogate him. "I ain't tellin' you a word, interloper," he barks, his bulging eyes unblinking as he glowers at you with unbridled hate. "You don't belong here. All o' your kind'll be dead before the week's end."*

Agent Harper narrows her eyes at the strange man's remarks. "What do you mean by that, *Marsh? Our* kind? *What—outsiders?"*

Barnabas scowls, his bulbous lips curling back to reveal sharp, inhuman teeth. "Outsiders. Intruders. You're a blight on our fair town. But you'll be purged soon enough."

You are taken aback by the severity of the old man's threat and his simmering hatred, but Harper simply chortles. "You call this place 'fair'?" Ignoring her derision, you warn Barnabas that if he doesn't speak up, he'll be spending a long time behind bars.

"Not I," he remarks. "You're the one who'll be locked up, 'n worse. When the Order's done with you, you'll be nothin' but fish food."

You and Harper exchange a knowing glance. She pries further: "What Order is this, exactly?"

- Each investigator earns experience equal to the Victory X value of each card in the victory display. Record this experience under "Unspent Experience" in your Campaign Log, but **do not spend any of it yet**. You will be instructed to spend this experience at a later time.
- In your Campaign Log, record *the mission was successful*.
- Proceed to **Interlude II: The Syzygy**.

Resolution 6: *"Heh, heh, heh, heh…ye startin' to see haow rott'n this town's got, ain't ye?" Zadok hollers, a crazed look in his wide eyes. He clutches desperately at your arm, not seeming to care about your attempts to bind him. "We're all in their clutches now, we are! Heh, heh, heh!"*

"What's this blotto have to laugh about?" Agent Harper mocks. "Hey, Zadok. Stop it with the nonsense and tell us what your game is."

Zadok rocks back and forth, his voice growing louder and bolder. "My game? My game?*" he roils with manic laughter. "Yeh think I'm to blame, but them fish devils are in our midst, they are! Haven't ye seen them?" He grins. "Haven't ye seen them monsters crawlin' an' bleatin' an' barkin' an' hoppin' araoun' the black streets? Haven't ye heard the haowlin' errey night from the churches an' the Order o' Dagon Hall? Don'tcha know what's doin' the haowlin'?* Eh? Well?*" His voice rises to a shriek, then descends into a fit of laughter.*

"No, I haven't," Harper replies, her eyes narrow. "Why don't you tell us all about it?"

- Each investigator earns experience equal to the Victory X value of each card in the victory display. Record this experience under "Unspent Experience" in your Campaign Log, but **do not spend any of it yet**. You will be instructed to spend this experience at a later time.
- In your Campaign Log, record *the mission was successful*.
- Proceed to **Interlude II: The Syzygy**.

Resolution 7: *Robert refuses to say a word until you get him a cigar. You begrudgingly oblige, hoping that your generosity yields dividends. "I was investigating the docks when he and his cronies nabbed me," Agent Harper recounts bitterly. You ask who these "cronies" were, and she shrugs. "Not sure. Dockworkers and sailors, I imagine. Whoever hired Mr. Friendly over here must have a lot of influence over the locals."*

After handing Robert the cigar he demanded, you are surprised to find him a little more compliant, though no more friendly despite his name. "Doesn't matter," he mutters, blowing out a puff of rank cigar smoke. "You're all dead men walking. No offense, miss."

"Offense taken," she bites back. "Care to tell us what you mean by that?"

"The Order," he replies with quiet, unwavering resolve. "They know everything that happens in this town. Probably out lookin' for me right now. You sure you wanna be here when they find me?" He flashes a sadistic grin.

Harper doesn't flinch. "Yeah, actually. I think I do," she replies, cracking her knuckles. "Now start talking."

- Each investigator earns experience equal to the Victory X value of each card in the victory display. Record this experience under "Unspent Experience" in your Campaign Log, but **do not spend any of it yet**. You will be instructed to spend this experience at a later time.
- In your Campaign Log, record *the mission was successful*.
- Proceed to **Interlude II: The Syzygy**.

Interlude II: The Syzygy

The Syzygy 1: *Light flashes in your mind. Shadows drown your thoughts as the memory fades. You are lying once again on the rocky beach off the coast, your skull pounding in agony. Agent Harper leans over you with worry etched in her brow. "Hey! Hey, you finally awake?"*

You sit up, your muscles aching. It looks like the tide rose several more inches while you were out. The cold water laps at your ankles and soaks into your shoes. "What happened?" she says. "What did you see?"

Check Campaign Log.

- *If the mission failed,* proceed to **The Syzygy 2**.
- *If the mission was successful,* skip to **The Syzygy 3**.

The Syzygy 2: *You tell Harper you remember your mission to find her, but that after a week of searching, you hadn't been able to do so. The last thing you remember was somebody slipping a notebook under your hotel room door with some information regarding an organization called the "Esoteric Order of Dagon."*

"Oh. Yeah, that was me. Sorry I couldn't stick around and chat, but I had some other business to attend to," she explains. She tells you that after several days in captivity, she finally managed to get the upper hand against her captor and free herself, but she was injured in the process. As if to prove her story, she opens her trenchcoat, and you see dark bloodstains seeping through her button-up shirt. Several bandages peek out beneath the fabric. "Just barely missed my kidney. Lucky me, eh?"

You complain that you were wasting your time searching high and low for her, and she scoffs. "Hardly! You learned more in one week than I did in two. I knew that you were onto something, and I wanted to help out, but I was still being followed. So I dropped off the one solid bit of research I'd found and laid low for a while. It was you who did the rest, really." Sadly, you remember nothing of "the rest."

Skip to **The Syzygy 4**.

The Syzygy 3: *You tell Harper you remember your mission to find her and the interrogation of her kidnapper. She grins. "Thanks again for that, by the way. I really did have things under control, though," she jokes. "Do you remember anything after that?"*

You shake your head. The last thing you remember was the mention of an organization called the "Esoteric Order of Dagon."

Harper mutters a curse under her breath. "That's unfortunate. But amnesia or not, at least I know I can trust you. Whether you remember it or not, you've come through for me in the past."

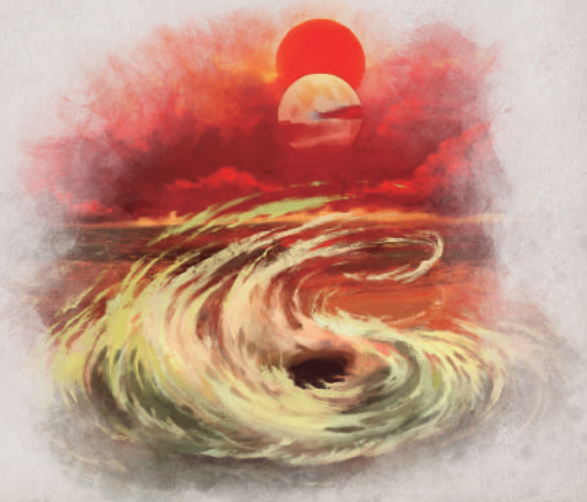
Any one investigator may choose to add the Elina Harper story asset to their deck. This card does not count toward their deck size.

Proceed to **The Syzygy 4**.

The Syzygy 4: *"Don't worry," she says, "I'll catch you up. There's a lot you still don't remember." Just then, a resounding crash of thunder echoes on the eastern horizon, and a powerful wave smashes against the jetties. The sky is a deep crimson red behind blackening storm clouds that swirl around the sun and the moon. The celestial bodies hang together in perfect alignment. "That can't be good." Harper's lips turn rigid with concern. "Okay, new plan. Let's get back to Innsmouth. I'll explain what I know along the way."*

With a fragment of your memories returned to you, past events have become clearer. Each investigator may now spend the experience recorded under "Unspent Experience" in your Campaign Log.

Proceed to **Scenario III: In Too Deep**.



Scenario III: In Too Deep

The sea rises steadily as you make your way along the coast toward the town of Innsmouth. The sun and moon align over the distant horizon, threatening a grim, uncertain future.

You remember the layout of the town and several strange faces you met during your first few days there, but nothing that transpired between then and waking up in that waterlogged pit. Agent Harper has been trying to fill you in, but with so many gaps in your memory, each explanation only perplexes you further.

"Ever since you came to Innsmouth, things have only gotten worse. It began with the locals. Each day, they got rowdier and more hostile, especially to outsiders like you and me. Do you remember how nauseating some of them looked? Slimy, grayish skin? Wide lips, bulging eyes, that sort of thing?"

You nod. Now that you've remembered, you almost wish you hadn't. It wasn't just the way they looked, either. Their hoarse voices croaked syllables barely resembling human speech, and they reeked of rotting fish.

"They're the ones who've been stirring up trouble recently. And that's not all. There are other creatures skulking around Innsmouth of late. I'm sure you've seen them, too." She shudders. "There's some kind of connection between the Esoteric Order of Dagon and those…things. Not sure what yet, but we'll get to the bottom of it if— "

Agent Harper's voice trails off as she climbs to the top of the headland. Whatever has her staring agape can't be good. You reach the top, haul yourself over the ridge, and see the same devastation she does.

Innsmouth has been invaded. The same creatures you encountered in that sacrificial pit prowl the streets—foul things from the depths of the sea, or perhaps beyond. They patrol the alleys and intersections, searching for something. Hunting. Makeshift barricades block the various pathways through the town as water from the Manuxet River spills out onto the streets.

"No, this can't be…" Agent Harper intones. A moment of silent gloom hangs between you. It is clear that Innsmouth is no longer safe. You inform Agent Harper that Agent Dawson left his vehicle near hers, at the abandoned railway station on the western edge of Innsmouth. She nods, understanding. "Right. We have to get to the other side of town, and fast."

The sky above you is bathed in hues of violent crimson. With any luck, no more of that color will be spilled today.

Proceed to **Setup**.

Scenario Setup

- Gather all cards from the following encounter sets: *In Too Deep*, *Creatures of the Deep*, *Rising Tides*, *Syzygy*, *The Locals*, and *Agents of Cthulhu*. These sets are indicated by the following icons:

- Put all 15 locations into play *(see location placement on page 20)*.
  - Place 24 barriers (using resource tokens) between these locations, as shown *(see location placement on page 20)*.
  - Each investigator begins play at the Desolate Coastline.
- Place each key as follows:
  - Check the "Possible Hideouts" section of the Campaign Log for the location that is circled. Place the black key on that location. *(If no location is circled, skip this step.)*
  - Set each other key aside, facedown. Shuffle them so you don't know which is which.
- Check the Campaign Log for each ***Suspect*** enemy that *is out for blood* and trigger each of their revelation abilities without placing clues on them.
- Set the following cards aside, out of play: 2 copies of the Ravager from the Deep enemy, 2 copies of the Young Deep One enemy, the Joe Sargent story asset, the Teachings of the Order story asset, and the Innsmouth Shoggoth enemy.
- Search the collection for Angry Mob *(The Innsmouth Conspiracy card #62b)* and set it aside, out of play. (This card is on the reverse side of the "Finding Agent Harper" story card.)

- Add the flood tokens to the token pool.
  - Increase the flood level of each of the following locations: The House on Water Street, Innsmouth Harbour, and Desolate Coastline.
- Shuffle the remainder of the encounter cards to build the encounter deck.
- You are now ready to begin.

Barriers

In this scenario, barriers have been set up around the various streets of Innsmouth. Each barrier is represented by a resource token placed between two locations. Barriers block the movement of investigators along that path.

- If there are 1 or more barriers placed directly between two locations, investigators cannot move from one of those locations to the other, even if they are connected.
- Barriers can be removed using some location abilities, or the ability on act 1a. The more barriers placed between two locations, the more times such an ability must be used in order to clear the path.
- When a hunter enemy moves, after determining which investigator it moves toward, it follows the shortest path not blocked by barriers. If no such path exists, it ignores barriers. All other enemy movement ignores barriers.

Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other setups or resolutions, you may use the information below when setting up and playing this scenario:

- Assemble the chaos bag using the following tokens: +1, 0, 0, –1, –1, –1, –2, –2, –3, –4, skull, skull, cultist, cultist, tablet, tablet, elder thing, elder thing, −2, elder sign.
- Nobody *is out for blood*.
- Choose a random location from the "Possible Hideouts" section of the Campaign Log to be the location that is circled.

Location Adjacency in Innsmouth

During this scenario, locations are arranged in a set pattern, with each location adjacent to one or more other locations.

- **During this scenario, adjacent locations are considered to be connected to one another.**
- Locations are only adjacent orthogonally (north, east, south, or west); they are not adjacent diagonally.

Keys

During this scenario, keys represent the following:

- Red/Blue/Green/Yellow/Purple/White: Information from the still-human citizens of Innsmouth regarding the state of the town.
- Black: Information regarding the suspect who kidnapped Agent Harper.

Location Placement for "In Too Deep"

North

Railroad Station
LOCATION
Innsmouth.
"No railroad now—B. & M. never went through, and the branch line from Rowley was given up years ago."
– H. P. Lovecraft, The Shadow over Innsmouth
Esoteric Order of Dagon
LOCATION
Innsmouth. Midtown.
Some of the townsfolk are gathered in front of the old Order of Dagon hall on the north side of town. Their crazed shouts echo through the streets. Based on what Agent Harper has told you, you know that the Order has something to do with these strange happenings… but what?
New Church Green
LOCATION
Innsmouth. Midtown.
You're beginning to wonder if anyone from Innsmouth can be trusted…
Marsh Refinery
LOCATION
Innsmouth. Coastal. Midtown.
"Crossing the bridge and turning toward the roar of the lower falls, I passed close to the Marsh refinery, which seemed oddly free from the noise of industry. The building stood on the steep river bluff near a bridge and an open confluence of streets which I took to be the earliest civic centre…"
– H. P. Lovecraft, The Shadow over Innsmouth.
The House on Water Street
LOCATION
Innsmouth. Coastal.
Decrepit and apparently abandoned, the house is unlocked and oddly inviting.

The Little Bookshop
LOCATION
Innsmouth.
Contrary to its name, the Little Bookshop has a vast collection of books. You might find a valuable tome by perusing its shelves.
First National Grocery
LOCATION
Innsmouth. Midtown.
Someone has barricaded the entrance to the grocery store in the hopes that it might keep out the creatures prowling the streets. It won't. But it's a nice thought.
Innsmouth Square
LOCATION
Innsmouth. Midtown.
From your vantage point, you see a rad bus parked in the square. Getting a ride would be a tremendous help in escaping this infested, decrepit town. Then you hear a petrifying sound emanating from the square—a thunderous, deep growl that gives you second thoughts about proceeding.
Fish Street Bridge
LOCATION
Innsmouth. Coastal. Midtown.
A crumbling ruin, the bridge nonetheless provides decent cover for your flight through the town.
Innsmouth Harbour
LOCATION
Innsmouth. Coastal.
Even the town's once-bustling harbour is deserted. The angry tide has consumed much of the docks and toppled several ships into the ocean. If this continues much longer, there won't be much of a harbour left at all.

West

East

Sawbone Alley
LOCATION
Innsmouth.
Sawbone Alley is not for the faint of heart, but if you think you know the town's secrets, fortune favors the bold.
Gilman House
LOCATION
Innsmouth. Midtown.
Finding a trustworthy individual to query may open a door, and an out-of-town guest staying at the hotel could provide a vital piece of this puzzle.
Innsmouth Jail
LOCATION
Innsmouth. Midtown.
The police must have an idea of what's going on, and it may be worth talking to one of the inmates.
Shoreward Slums
LOCATION
Innsmouth. Coastal. Midtown.
Full of lifelong inhabitants, the slums could be a good place to glean key information about the state of the town.
Desolate Coastline
LOCATION
Innsmouth. Coastal.
From here, you can still see the exit of the tidal cavern where you were trapped. The opening vanishes slowly as the tide rolls in. You shudder to think how things might have turned out if you hadn't escaped.

South

FLASHBACK V

Do not read unless you are instructed

You are in the middle of a conversation with Joe Sargent, the bus driver, but it must be several weeks earlier. The streets are not yet flooded, and all of the dilapidated, ramshackle buildings still stand, despite themselves. "I told ye, outsider," Mr. Sargent says, "There ain't no buses outta Innsmouth t' day." But you're not looking for a bus out of Innsmouth. You explain that you have a proposition for Mr. Sargent. He probes the street for eavesdroppers before answering. "What kinda prop'sition?"

You know you aren't going to get through to Mr. Sargent with a moral argument, so you appeal to his material desires instead, offering a sizable sum of money in exchange for his assistance. After returning from Devil Reef, you've found Innsmouth to be even less hospitable than normal. You are watched everywhere you go. Simply traveling on foot puts you in danger.

"So you jus' need me to ferry you around like a chauffer, that it?" Mr. Sargent weighs his options momentarily, then shakes your hand. "I can do that."

In your Campaign Log, under "Memories Recovered," record *a deal with Joe Sargent*.

Put the set-aside Joe Sargent asset into play under the control of an investigator at Innsmouth Square.

FLASHBACK VI

Do not read unless you are instructed

The bell over the entrance to the Little Bookshop chimes as you jerk the door open. As expected, the interior is dark. Ever since your first week in town, the shop's been closed. It seems Joyce Little was not only its owner, but its only employee. Thankfully, picking the lock wasn't too difficult. You sneak between the dark, dusty shelves as you search for anything you can find about the Esoteric Order of Dagon.

The shop is quiet, and your tail hasn't followed you here. You spend some time perusing the dark, narrow rows of shelves, until you come to a basement with a chain-locked door. There's no way you're getting that door open, but the answers you seek must lay beyond. Somehow, you have to get in there. Just then, the beam of a flashlight shines through the front window of the shop. Your tail is on to you. You flee out the back door, hoping to return another time…

… and the vision ends. You are back in the present, standing in what remains of the bookshop. Flood waters have destroyed the shelving and rendered most of the books unreadable. However, from the corner of your eye, you notice the once-locked basement door is now ajar. You rush down the steps, splashing through water up to your knees. What you find is an assortment of scrolls and tomes, many in a runic, alien, yet strangely familiar language. Whatever this trove of knowledge is, it must pertain to the Esoteric Order of Dagon. You grab as much as you can find before escaping back into the flooded streets.

In your Campaign Log, under "Memories Recovered," record *a followed lead*.

Any one investigator at The Little Bookshop may choose to add Teachings of the Order to their deck, immediately putting it into play under their control.

FLASHBACK VII

Do not read unless you are instructed

You are on your way into town for the very first time when you pass by a withered old lady gibbering complete nonsense: "Iä-Y'ha-nthlei… ph'nglui mglw'nafh Pth'thya-l'yi…Hydra fhtagn… mglw'nafh Pth'thya-l'yi…" You are about to pass her by when she suddenly reaches out and grips your forearm with a strength you couldn't have predicted. "Pth'thya-l'yi!" she repeats. "She is hidden in the depths! In the City of the Deep Ones!" Her gaze seems to drill into the back of your skull.

You take her hand and politely detach it from your arm. It would appear you can't even walk down the street in this town without being accosted by some crackpot—and yet, something about the grievous look in her milky eyes gives you pause. Whatever this woman speaks of, she believes it with absolute certainty. Sighing, you ask her what she is talking about.

"Th-they are on their way," she sputters. "First, the alignment. Then the tide. Then the progeny of Mother Hydra." Her pale, blind eyes search for yours. Still, her absurd babbling is of no use to you. You are about to depart when she probes for your hand and presses something into your palm. "Take it!" she says. You hand it back to her and brush her off. You want no part of this foolishness; your task is to find Agent Harper, not collect bizarre knickknacks. Her expression sours as you turn to leave.

When you return to the present, you are standing over the woman's shredded corpse. Whatever "nonsense" she was spouting was in fact a genuine warning. Clutched in her stiff hand is the strange gold coin she'd offered you weeks before. This time, you take it with you.

In your Campaign Log, under "Memories Recovered," record *an intervention*.

Add a +1 token to the chaos bag for the remainder of the campaign.

FLASHBACK VIII

Do not read unless you are instructed

You stand in front of Innsmouth's jail warden, a stocky, middle-aged man whose wrinkled flesh is slick with oil. His stench is almost worse than the rank odor of the jailhouse. "See fer yerself," the warden says, pointing down the dank hall. You came here to visit the culprit who kidnapped Agent Harper, only to be informed by the warden that the suspect had escaped the previous night.

You hustle down the hall, fists clenched. There's no way they could have escaped on their own. They must have had help, and it could have come from anybody. It could even have been the warden himself. Given the way the townsfolk have impeded your investigation at every turn, it almost seems like the entire town is against you.

You round the corner and come face-to-face with the kidnapper's erstwhile jail cell. Not only is it empty, but its bars are bent outward from the middle—enough to fit a human through, or perhaps something even larger. You inspect the bars and find them to be solid steel, so thick that no human could bend them.

How could they have possibly gotten out…?

In your Campaign Log, under "Memories Recovered," record *a jailbreak*.

Choose and remove one of the following chaos tokens from the chaos bag for the remainder of the campaign (, , or).

DO NOT READ
until the end of the scenario

If no resolution was reached because each investigator was defeated: *Your flight from Innsmouth is fraught with peril. Nowhere is safe. Horrific creatures patrol every street, their unblinking eyes scanning for any sign of human life. The eerie silence is punctuated only by the occasional screams of those unfortunate enough to be caught by the foul things. You move through the city as quickly as you can, but they close in all around you. Following your every move. Soon, if you do not find a place to hide, they will catch you. And when they do, your cries of agony will surely join with the others.*

You are out of options. You break into the nearest building-—a sinking, ramshackle residence—and hide. You hear the telltale shlick *of wet footsteps outside the house. Seconds turn to minutes. Minutes to hours. The sun sets, bathing the sky outside in a deep scarlet hue. Bit by bit, the light fades.*

Under cover of darkness, you make your move. The flood is so bad now it is a wonder you can even trudge through to the other side of the city, but somehow, you do. With the railway station in sight, you break into a run.

- Proceed to **Resolution 1**.

Resolution 1: *You rush to safety, elated to be free of this hellish ordeal. But as you reach the vehicles, uncertainty swims in your mind. When you turn to face Agent Harper, she instantly recognizes your expression.*

You understand now that you were hired to rescue her, and that something went awry. You and Agent Dawson were captured, and he was sacrificed to that… thing *in the tidal caverns. Now you and Agent Harper are safe and free to return to Boston. And yet…*

"We can't just leave," Harper says aloud what you are thinking. Her brows are knit in frustration. "I mean, look at all this. This devastation. These… these creatures." She motions to what remains of the flooded town of Innsmouth. "We have to figure out what's really going on here, or…" she trails off.

You understand her meaning. If the tide is rising this quickly here, it could be happening all along the eastern seaboard. Arkham, Boston, no city is safe. Worse yet, nobody would believe such a tall tale until it was too late.

Whatever these creatures are, they are scheming something that could put the entire world in jeopardy. You cannot allow that to happen.

"I don't suppose you have Dawson's key, do you?" Harper asks. You can't imagine you would, yet when you check your belongings, you find a polished silver key among them. Dawson must have given it to you before his untimely end. You try the key on the driver's side door of his automobile, and it turns with an audible click. "Well, would you look at that."

Eager to be away, she starts her car. At the engine's shuddering ignition, your mind reels with sudden pain. A bright spot, like the incandescent sun, flares within your sight. "Okay, so… where to now?" she asks, but you're barely able to register her words. The blinding flare grows larger and brighter. The rumbling of the engine drowns out all other sound. The world spins. You fall to the ground, clutching your temples. Your entire head is on fire. You can hear Harper calling to you, but her voice is muffled, like she is deep underwater. Or perhaps you are.

Your vision fades. All that is left is the roaring of the engine and the crashing of tumultuous sea waves, and then—

- Each investigator earns experience equal to the Victory X value of each card in the victory display. Record this experience under "Unspent Experience" in your Campaign Log, but **do not spend any of it yet**. You will be instructed to spend this experience at a later time.
- Check Campaign Log. If *the investigators made it safely to their vehicles*, each investigator records 2 additional experience under "Unspent Experience."
- Proceed to **Scenario IV: Devil Reef**.

Scenario IV: Devil Reef

Friday, September 2, 1927

Three Weeks Earlier

Intro 1: *The rumbling of the boat's engine startles you from your thoughts. "Yeh all right there?" the ship's captain growls. "Yeh look like ye've seen a ghost. Pale as a sheet, yeh are."*

You turn and face the grizzled old man. Mr. Moore was the only ship captain you could find in Innsmouth who was unafflicted by whatever curse or deformity has gripped most of the town. His apparent humanity, however, has done nothing to spare his broken teeth, crooked jaw, or the massive scar torn down his right cheek. Still, he is a welcome sight, considering the way the rest of your investigation has gone.

"Can't believe you want to head to that accurs'd Devil Reef," he exclaims, shaking his head. "It's a fool's errand."

You point out that the sailor was happy enough to provide passage after you showed him his payment, earning a raspy chuckle out of him.

"Yeh got me there," he admits. "Now get ready. We set off in ten." He stumbles from the main deck into the bridge to chart a course while you prepare for the journey ahead.

Check Campaign Log.

- If *the mission was successful*, proceed to **Intro 2**.
- If *the mission failed*, skip to **Intro 3**.

Intro 2: *Agent Dawson boards the ship at last. He sports a heavy overcoat and carries a shotgun slugged over his shoulder. "Agent Harper had a cache with some extra firepower," he explains. "I figured, given the rumors, it couldn't hurt."*

You know what rumors Dawson refers to: Devil Reef is supposedly haunted, or perhaps infested, with some manner of devilish sea creature. The sailors of Innsmouth speak of silhouettes crawling in and out of caves along the reef's many islands, of strangely misshapen fins sighted along the surface of the sea, and of entire boats crashing against the jagged rocks and vanishing beneath the waves.

"All of our research has led to this. Whatever is going on in this town, the Esoteric Order of Dagon and this 'Devil Reef' are at the heart of it. Agent Harper suspects these rumors were spread by the Order to keep sailors away from the reef. If that's true, there must be something the Order is hiding."

You ask where Harper is, and Dawson shoots you a hard glance. "She has her mission. We have ours." You remind Dawson that you've already accomplished the mission you were hired to perform, which yields a smirk from the hardened vet. "True. And yet here you are."

He has a point. You could have left right after Harper was rescued, but you stayed to assist with their investigation. Perhaps out of a sense of duty, or perhaps curiosity. Whatever it was, you're here now, and there's no going back.

Skip to **Setup**.

Intro 3: *Agent Dawson boards the ship at last. Heavy bags hang under his weary eyes. "All of our leads are cold," he says with resignation. "Wherever Agent Harper is now, she's beyond our reach."*

You attempt to console Dawson by reminding him why you've chosen to investigate Devil Reef. The rumors say it is haunted, or perhaps infested, with some manner of devilish sea creature. The sailors of Innsmouth speak of silhouettes crawling in and out of caves along the reef's many islands, of strangely misshapen fins sighted along the surface of the sea, and of entire boats crashing against the jagged rocks and vanishing beneath the waves.

"You're right," Dawson admits with a sigh. "Whatever happened to Agent Harper, it has something to do with the Esoteric Order of Dagon. That book that was slipped under your hotel room door is evidence enough of that. And if my hypothesis is right, the ones who have been spreading these rumors about Devil Reef are none other than the Order themselves. If that's true, there must be something they're hiding."

You nod and begin preparing for the mission. Agent Dawson gazes at you inquisitively the entire time. "Why did you stay?" he finally asks. "You could have left Innsmouth after we failed to rescue Agent Harper, but you chose to stick around. Why?"

Truth be told, you aren't sure. Perhaps it was a sense of duty. Perhaps it was curiosity. You shrug and tell him that it doesn't matter. You're here now, and there's no going back. Your admission earns you a smile from the hardened vet.

"Right. Let's go find what they're hiding," he says.

Proceed to **Setup**.

Investigator Setup

Perform this step before setting up your investigator.

- Search each investigator's deck for Elina Harper and remove her from the game for the duration of this scenario.
- Check Campaign Log. If *the mission was successful*, search the collection for Thomas Dawson and add him to any investigator's opening hand, as an additional card. If *the mission failed*, shuffle him into that investigator's deck for the duration of this scenario.

Scenario Setup

- Gather all cards from the following encounter sets: *Devil Reef*, *Agents of Hydra*, *Creatures of the Deep*, *Flooded Caverns*, *Malfunction*, and *Rising Tide*. These sets are indicated by the following icons:

- Set each key aside, as follows:
  - Set the purple, white, and black keys aside, faceup.
  - Set the yellow, green, red, and blue keys aside, facedown. Shuffle them so you do not know which is which.
- Put the Churning Waters location into play. *(It enters play fully flooded.)*
  - Put the Fishing Vessel story asset into play at Churning Waters.
  - Each investigator begins play in the Fishing Vessel *(see Vehicles, below)*.
- Set the following story assets aside, out of play: Awakened Mantle, Headdress of Y'ha-nthlei, and Waveworn Idol.
- Shuffle the 5 Devil Reef locations and put each of them into play, unrevealed side faceup *(see location placement on next page)*.
  - Do not place them *adjacent* to Churning Waters—these locations are connected not via adjacency, but via their connection symbols.
- Prepare the Unfathomable Depths by performing the following steps:
  - First, remove 1 of each of the following locations from the game without looking at them: Cyclopean Ruins, Deep One Grotto, and Temple of the Union. Each of these locations is the revealed side of an Unfathomable Depths location.
  - Set the remaining 3 Unfathomable Depths locations aside, out of play.
- Shuffle the 8 Tidal Tunnel locations to form the Tidal Tunnels deck.
  - Each of the cards in the Tidal Tunnels deck should have its unrevealed side faceup so that only the "Tidal Tunnel" side is showing.
  - Place this deck near the encounter deck.
- Check the "Memories Recovered" section of the Campaign Log. Depending on the following circumstances, a different version of agenda 1 should be used in this scenario. Remove the other version of agenda 1 from the game.
  - If *a battle with a horrifying devil* is listed under Memories Recovered, use Agenda 1a—Secrets of the Sea (v. I).
  - Otherwise, use Agenda 1a—Secrets of the Sea (v. II).
- Add the flood tokens to the token pool.
- Shuffle the remainder of the encounter cards to build the encounter deck.
- You are now ready to begin.

Keys

During this scenario, keys represent the following:

- Red / Blue / Green / Yellow: Various devices used to gain entrance into the deeper parts of Devil Reef.
- Purple: A strange idol.
- Black: A mystical headdress.
- White: An unholy mantle.

Location Adjacency in Devil Reef

During this scenario, ***Island*** and ***Cave*** locations are arranged in a set pattern, with new locations from the Tidal Tunnels deck emerging, below, to the left, or to the right of some ***Island*** locations. However, ***Island*** locations and Churning Waters are not adjacent to one another, and are instead connected through connection icons as normal.

- **During this scenario, adjacent locations are considered to be connected to one another.**
- A location that is put into play adjacent to another location should be set next to that location, with no other locations between them.
- Locations are only adjacent orthogonally (left, right, above, or below); they are not adjacent diagonally.

Vehicles

An asset with the vehicle keyword represents a vehicle that the investigators may enter or leave. An asset with this keyword is called a vehicle, and follows these rules:

- While an investigator's mini-card is placed overlapping a vehicle, that investigator is in that vehicle. While an investigator's mini-card is placed overlapping their location, that investigator is instead not in a vehicle *(even if they are at the same location as a vehicle)*.
  - As a ➶ ability, an investigator may enter or leave a vehicle at their location. Move that investigator's mini-card onto the vehicle or off of the vehicle and onto their location to indicate their new position. Each investigator may perform this ability only once each round.
  - An investigator who is in a vehicle is also at that vehicle's location.
  - While an investigator is in a vehicle, that investigator cannot move independently of the vehicle.
- Vehicles generally have one or more abilities that allow them to move to a connecting location. As a vehicle moves from one location to another, all investigators in the vehicle also move with the vehicle.
- Vehicles do not alter enemy movement or enemy engagement in any way unless otherwise noted.

Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other setups or resolutions, you may use the information below when setting up and playing this scenario:

- Assemble the chaos bag using the following tokens: +1, 0, 0, –1, –1, –1, –2, –2, –3, –4, ☠, ☠, ▲, ▲, ◆, ◆, ✹, ✹, ✦, ✦.
- *The mission failed.*
- *A battle with a horrifying devil* is not listed under Memories Recovered.

Suggested Location Placement

*Note: Be sure to leave some space between Churning Waters and each **Island** location, to show that they are not adjacent, but rather, connected through their connection icons.*

FLASHBACK IX

Do not read unless you are instructed

As you wade through the flooded cavern, your foot strikes something hard and metallic. The water is too dark and murky for you to see what lies beneath the surface. Holding your breath, you dive into the water and grope around for the object. Eventually, your hands wrap around something smooth and heavy. You drag it up to the surface and heave it onto an outcropping of rock.

It is a statue depicting some kind of entity—or perhaps a deity—although it is unlike any religious figure you have ever seen. The sight of its uncanny spined tendrils and its sole glaring eye of translucent crystal makes your skin crawl. And yet, it also calls to you, like the sound of ocean waves crashing on the shore on a foggy, overcast day…

In your Campaign Log, under "Memories Recovered," record *discovery of a strange idol*.

Take control of both the purple key and the set-aside Waveworn Idol story asset. Place the purple key on the Waveworn Idol. *(It is still under that investigator's control.)* For the remainder of the game, whoever takes control of the purple key takes control of the Waveworn Idol, as well. If the purple key is placed on another card, place the Waveworn Idol near that card, uncontrolled. If the purple key leaves play, remove the Waveworn Idol from the game.

FLASHBACK X

Do not read unless you are instructed

You swim through an array of vast undersea halls until at last you come to a circle of pillars. Inside this submerged henge stands an altar covered in an ornate cloth. It is embroidered with rich threads of gold and inlaid with cerulean opals. Despite being immersed in water, the fabric appears perfectly preserved. Wondering what such an object is doing deep in this underwater cavern, you decide to take it with you.

The moment you emerge from the depths and onto dry stone, you realize with amazement that the cloth is perfectly dry. Turning it over in your hands, you find a clasp of gold and realize it is not simply shapeless cloth, but a mantle—perhaps even part of a greater outfit. When you don the strange cloak, its gemstones pulse with arcane power.

In your Campaign Log, under "Memories Recovered," record *discovery of an unholy mantle*.

Take control of both the white key and the set-aside Awakened Mantle story asset. Place the white key on the Awakened Mantle. *(It is still under that investigator's control.)* For the remainder of the game, whoever takes control of the white key takes control of the Awakened Mantle, as well. If the white key is placed on another card, place the Awakened Mantle near that card, uncontrolled. If the white key leaves play, remove the Awakened Mantle from the game.

FLASHBACK XI

Do not read unless you are instructed

You reach an outcropping of rock overlooking a ceremony of sorts. Horrifying fish-like creatures prostrate themselves in front of two enormous statues: one of onyx, another of white marble. At the precipice of this ridge sits a golden crown sporting a shell-like pattern and three distinct horns. Whatever this artifact is, it is clearly important to these creatures. Summoning your courage, you snatch the artifact and escape while you still can. The relic thrums with power in your hands as you flee.

In your Campaign Log, under "Memories Recovered," record *discovery of a mystical relic*.

Take control of both the black key and the set-aside Headdress of Y'ha-nthlei story asset. Place the black key on the Headdress of Y'ha-nthlei. *(It is still under that investigator's control.)* For the remainder of the game, whoever takes control of the black key takes control of the Headdress of Y'ha-nthlei, as well. If the black key is placed on another card, place the Headdress of Y'ha-nthlei near that card, uncontrolled. If the black key leaves play, remove the Headdress of Y'ha-nthlei from the game.

DO NOT READ

until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): Proceed to **Resolution 1**.

Resolution 1: *With daylight fading and the tide rising to swallow the various islands off the coast of Innsmouth, you decide to make your way back to the harbor with your discoveries. "Found what yer lookin' for?" Mr. Moore asks once you've made it to the coast safely.*

Truth be told, you're not completely sure. What you found was startling. The coves and tidal caverns of Devil Reef were home not just to relics of the Esoteric Order of Dagon, but also to a horde of strange creatures: hybrids between fish, man, and monster. You might have escaped with your life, but the horrors you saw in those caves will stay with you forever. Sharp, jagged teeth—blood-stained altars—unholy prayers—signs of a coming catastrophe—it still haunts you even after your escape.

But is Innsmouth truly safe? Is any land at all?

- Each investigator earns experience equal to the Victory X value of each card in the victory display. Record this experience under "Unspent Experience" in your Campaign Log, but **do not spend any of it yet**. You will be instructed to spend this experience at a later time.
- Find The Terror of Devil Reef.
  - If it was agenda 1a when the game ended, or if The Terror of Devil Reef is in play, record in your Campaign Log *the Terror of Devil Reef is still alive*.
  - If The Terror of Devil Reef is in the victory display, record in your Campaign Log *the Terror of Devil Reef is dead*.
- Proceed to **Interlude III: Beneath the Waves**. Do not move the purple, black, or white key from their current position just yet—the location of each of these keys will be important during **Interlude III: Beneath the Waves**.

Interlude III: Beneath the Waves

You bounce through your memories, struggling to return to the present. You remember a dark cell. A knife at your throat. A man with wide, unblinking eyes, wearing a long hooded robe. "Oceiros," another voice calls, "these ones were found in Dagon's lair as well. We believe they were the ones snooping around Devil Reef."

Oceiros nods. The knife at your throat digs deeper. "Take what they have stolen to the lighthouse at once," he commands. "It is time to begin our great work. None will disrupt the Order's business ever again."

Your mind snaps back to the present. The rumbling of an automobile engine grows as your senses return. Agent Harper grips your shoulder and peers into your eyes. "Another vision," she utters with a hint of surprise. "Do you remember something? What was it?"

You shake the ache from your pounding skull and ask Harper if the name Oceiros means anything. "Oceiros Marsh? He's the keeper of the old lighthouse on Falcon Point," she replies. "Why? What did you see?"

Depending on which keys were on the current act or controlled by an investigator when **Scenario IV: Devil Reef** ended, read each of the sections below that apply. Then, proceed to the following text.

If the purple key was on the current act or controlled by an investigator when the scenario ended:

You describe the idol found in the undersea grotto. Agent Harper nods along with you. "I remember seeing something like that in some of the notes I found while you were off investigating the reef. It depicts some kind of ancient deity—something those vile creatures worship." Her voice lowers to little more than a whisper. "Something I suspect is no myth." You ask where the idol is now, and she shakes her head. "I suspect it was taken from you when you were thrown into that pit," she replies.

The conspiracy deepens. Each investigator records 2 additional experience under "Unspent Experience."

Add 1 token to the chaos bag for the remainder of the campaign. In your Campaign Log, record *the idol was brought to the lighthouse. (Do not add the Waveworn Idol story asset to any investigator's deck. It must be recovered first.)*

If the white key was on the current act or controlled by an investigator when the scenario ended:

You recall the strange mantle you found submerged in the depths of Devil Reef. "Yes, I remember seeing that," Harper says with a snap of her fingers. "One of the 'priests' in that accursed Esoteric Order of Dagon wore it when I first arrived in Innsmouth. It must have been taken to the lighthouse with the rest of your belongings when you were captured at the Order's headquarters. If we're lucky, it'll still be there…"

The conspiracy deepens. Each investigator records 2 additional experience under "Unspent Experience."

Add 1 token to the chaos bag for the remainder of the campaign. In your Campaign Log, record *the mantle was brought to the lighthouse. (Do not add the Awakened Mantle story asset to any investigator's deck. It must be recovered first.)*

If the black key was on the current act or controlled by an investigator when the scenario ended:

You tell Agent Harper about the temple with the two statues you discovered within Devil Reef, and about the crown you stole. "That sounds like the 'Headdress of Y'ha-nthlei' I read about while I was researching the Order. I'm impressed you were able to make off with it. Whatever it is, it sounds pretty important to the Order. Although I still have no clue what 'Y'ha-nthlei' is." You remark that you don't have the crown anymore, and she nods. "It must have been taken from you and brought to the lighthouse with the rest of your things before you lost your memories," she explains.

The conspiracy deepens. Each investigator records 2 additional experience under "Unspent Experience."

Add 1 token to the chaos bag for the remainder of the campaign. In your Campaign Log, record *the headdress was brought to the lighthouse. (Do not add the Headdress of Y'ha-nthlei story asset to any investigator's deck. It must be recovered first.)*

If no keys were on the current act or controlled by an investigator when the scenario ended:

You struggle to remember anything of value beyond your initial exploration of the reef. You recall the uncanny creatures you fought, the various islands you explored, and the steadily rising tides, but no more. Secrets must be hidden in those reefs, but either you were unable to find them, or you simply don't recall. Your head throbs with pain as you struggle to summon memories from the void within your mind. "That's okay," Agent Harper says, placing a hand on your shoulder. "We'll figure this out together."

"It seems your memories are starting to return," Agent Harper says with a tentative grin. "How do you feel?"

You struggle to find a reply that fits. Part of you is relieved to have your memories returning, but the rest of you wishes they hadn't been so vivid. You wonder once more if you should simply take this opportunity to drive back to Arkham and never set foot in Innsmouth again. Then your gaze meets Harper's, and you see the fierce resolve within her eyes. The same resolve that stirs in you.

You say nothing, but she seems to understand. "This must be a lot to take in. For now, let's focus on getting to Falcon Point. If what you say is true, and Oceiros is part of the Esoteric Order of Dagon, there should be answers there." She looks over her shoulder, peering into the western horizon. The sun dips just below the treeline, bathing the sky in deep scarlet. "Something tells me this isn't over."

- Return Thomas Dawson to the collection. If an investigator earned Elina Harper (at any point during this campaign), they may add her back to their deck.
- With a fragment of your memories returned to you, past events have become clearer. Each investigator may now spend the experience recorded under "Unspent Experience" in your Campaign Log.

Proceed to **Scenario V: Horror in High Gear**.

Scenario V: Horror in High Gear

Trees whizz by as you rumble along the old dirt road just outside of Innsmouth. The sun has set over the western horizon, leaving only the full moon to bathe the dusty roads in its brilliant, eerie glow.

"Here," Agent Harper shouts from the passenger seat over the rumbling of the automobile engine. She points to a spot on the map she has spread across her lap, tapping it repeatedly. "Falcon Point Lighthouse. That's where Oceiros should be."

A shudder courses up your spine. If your memories are to be believed, Oceiros is the man who left you to die in those tidal tunnels. You ask Harper how far Falcon Point is from Innsmouth, hoping to arrive before the Order realizes you've escaped.

She sighs. "It's not that far, but these roads are meandering. They could be difficult to navigate. One wrong turn and—" both you and Harper see the lights in your rearview mirror at the same time. Headlights. And they're growing larger and brighter by the second. Harper curses under her breath. "I don't suppose those are friends of yours?"

You shake your head and tighten your grip on the wheel. It seems the Order has already caught wind of your flight from Innsmouth. You tell Agent Harper to hold on and slam your foot on the accelerator.

Proceed to **Setup**.

Scenario Setup

- Gather all cards from the following encounter sets: *Horror in High Gear*, *Fog Over Innsmouth*, *Malfunction*, *Shattered Memories*, and *Ancient Evils*. These sets are indicated by the following icons:

- Create the Road deck. This is done by performing the following steps:
  - Find Falcon Point Approach and all 6 copies of Long Way Around. Each one is the revealed side of an Old Innsmouth Road location. Set each of them aside, out of play.
  - Shuffle the set-aside Falcon Point Approach and two Old Innsmouth Road locations together to form the bottom three cards of the Road deck.
  - Place all of the remaining Old Innsmouth Road locations on top in a random order.
  - All of the cards in the Road deck should be showing only the Old Innsmouth Road side, so that the players do not know which is which.
- Put the top 3 cards of the Road deck into play in a straight line from left to right, where left is the "rear" and right is the "front" *(see location placement on page 33)*.
- Choose vehicles. There are two vehicles the investigators can use in this scenario—Thomas Dawson's Car and Elina Harper's Car. Each investigator must choose a vehicle to board. No more than two investigators can board the same vehicle. *(See Vehicles on next page.)*
  - Each vehicle that is boarded by at least one investigator begins play at the front Old Innsmouth Road location. Remove each other vehicle from the game.
  - Each vehicle begins play with its *(Running)* side faceup *(see Running / Stopped on next page)*.
  - Each investigator begins play in the vehicle they chose to board.
  - Trigger that location's Road X keyword when it is revealed *(see Road X on page 33)*.

- Choose drivers. One investigator in each vehicle must be designated as the driver of that vehicle.
  - There must always be a driver for each vehicle with at least one investigator in it. If the driver leaves the vehicle or is eliminated, choose another investigator in that vehicle to become the new driver.
- Based on the number of players in the game:
  - If there is exactly 1 player in the game, no changes are made.
  - If there are 2–3 players in the game, search the gathered encounter sets for 1 random ***Vehicle*** enemy. Spawn that enemy at the rearmost location.
  - If there are exactly 4 players in the game, search the gathered encounter sets for 2 random ***Vehicle*** enemies. Spawn each of those enemies at the rearmost location.
- Check the Campaign Log. Depending on the following circumstances, a different version of agenda 1 should be used in this scenario. Remove the other version of agenda 1 from the game.
  - If *the Terror of Devil Reef is dead*, use Agenda 1a—The Chase is On! (v. II).
  - Otherwise, use Agenda 1a—The Chase is On! (v. I).
- Shuffle the remainder of the encounter cards to build the encounter deck.
- You are now ready to begin.

Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other setups or resolutions, you may use the information below when setting up and playing this scenario:

- Assemble the chaos bag using the following tokens: +1, 0, 0, –1, –1, –1, –2, –2, –3, –4, , , , , , , , , , .
- *The Terror of Devil Reef is alive.*

Vehicles

An asset with the vehicle keyword represents a vehicle that the investigators may enter or leave. An asset with this keyword is called a vehicle, and follows these rules:

- While an investigator's mini-card is placed overlapping a vehicle, that investigator is in that vehicle. While an investigator's mini-card is placed overlapping their location, that investigator is instead not in a vehicle *(even if they are at the same location as a vehicle)*.
  - As a ability, an investigator may enter or leave a vehicle at their location. Move that investigator's mini-card onto the vehicle or off of the vehicle and onto their location to indicate their new position. Each investigator may perform this ability only once each round.
  - An investigator who is in a vehicle is also at that vehicle's location.
  - While an investigator is in a vehicle, that investigator cannot move independently of the vehicle.
- Vehicles generally have one or more abilities that allow them to move to a connecting location. As a vehicle moves from one location to another, all investigators in the vehicle also move with the vehicle.
- Vehicles do not alter enemy movement or enemy engagement in any way unless otherwise noted.

Running / Stopped

Vehicles in this scenario can either be "running" or "stopped," as indicated by their two sides. The differences between a running vehicle and a stopped vehicle is indicated by the game text on each side. A vehicle's engine can be started or stopped using the ability on that vehicle, flipping it over to its other side.

- Generally speaking, investigators will only be able to make swift progress in a running vehicle. However, it may sometimes be a good idea to briefly stop your vehicle if you are approaching a dangerous location, such as a Cliffside Road or a Tight Turn. Be careful!

Location Placement for Horror in High Gear

Rear

Front

One or more other locations will be spawned ahead of the front Old Innsmouth Road by its Road X keyword.

Road X

During this scenario, the investigators are traveling the Old Innsmouth Road from Innsmouth to Falcon Point. This road is generally a straight line from left to right, but occasionally contains branching paths.

Each time a location with the Road X keyword is revealed, if there are no locations ahead of the just revealed location, put X new locations into play in a new column in front of it, Old Innsmouth Road side faceup. The first of these locations must be the top location of the Road deck. Each of the remaining locations to be put into play are taken from among the set-aside Long Way Around locations *(if there are not enough Long Way Around locations, use as many as you can)*. Shuffle each of those locations so that the players do not know which is which.

For example: Trish is the driver of Elina Harper's Car, and has just moved that car forward to an unrevealed location. It is a Fork in the Road with the "Road 2" keyword. Since there are currently no locations in front of Fork in the Road, she must therefore place 2 Old Innsmouth Road locations in front of Fork in the Road. She takes the top card of the Road deck and one of the set-aside Long Way Around locations, puts both of them into play in a new column in front of Fork in the Road, and shuffles them so that the players do not know which is which.

- Generally, it is wise to avoid taking a Long Way Around, since it will slow you down and reduce the amount of time you have to reach Falcon Point.
- **During this scenario, each location is connected to each location behind or ahead of it, but not to any other location on its column.**

DO NOT READ
until the end of the scenario

If no resolution was reached (each investigator was defeated): *Your drive to Falcon Point is no joyride. Between the cultists on your tail and the creatures that dwell in the woods outside Innsmouth, your vehicle is harried at every turn. With no way to escape unharmed, you are forced to abandon your vehicle and sneak through the woods on foot. By the time you see the distant lighthouse beacon, dawn already bathes the sky in orange radiance. "Finally," Agent Harper groans. With no time to rest, you continue the trek to the Falcon Point lighthouse, exhausted but resolute.*

- In your Campaign Log, record *the investigators reached Falcon Point after sunrise*.
- Each investigator earns experience equal to the Victory X value of each card in the victory display.
- Proceed to **Scenario VI: A Light in the Fog**.

Resolution 1: *You breathe a sigh of relief as you see the distant lighthouse beacon pierce the fog. "Let's pull over here and make the rest of the trip on foot," Harper suggests. "If there's anybody still in that lighthouse, it would be best if they didn't hear us approach." Her advice is sound. You're not sure what to expect once you reach Falcon Point, but all signs point to it being another outpost for the Order. You double-check to make sure you aren't being followed, then pull over by the side of the road. Gathering your belongings from the car's trunk, you begin the trek to the Falcon Point lighthouse…*

- In your Campaign Log, record *the investigators reached Falcon Point before sunrise*.
- Each investigator earns experience equal to the Victory X value of each card in the victory display.
- Proceed to **Scenario VI: A Light in the Fog**.

Scenario VI: A Light in the Fog

Crimson-tinted fog bathes the sky as you reach the gatehouse of Falcon Point. Atop the cliffs above you, the lighthouse beacon pierces through the mist. Considering the state of Innsmouth, you wonder what purpose the signal serves now. You doubt there are any ships out at sea given the inclement weather.

Somewhere inside is the evidence you found weeks ago. You suspect that Oceiros—the man who captured you and left you in that pit to die—also resides within. "Are you ready?" Agent Harper asks. "We have no real escape route here, should things go south. Be prepared for anything."

You nod. It's too late to turn back now. Steadily, you make your way toward the cliffs. One way or another, this ends today.

Proceed to **Setup**.

Scenario Setup

- Gather all cards from the following encounter sets: *A Light in the Fog*, *Creatures of the Deep*, *Flooded Caverns*, *Rising Tide*, *Syzygy*, and *Striking Fear*. These sets are indicated by the following icons:

- Put Falcon Point Gatehouse, Falcon Point Cliffside, Lighthouse Stairwell, and Lighthouse Keeper's Cottage into play on the same row. Put Lantern Room into play directly above Lighthouse Stairwell *(see suggested location placement for act 1, below)*.
  - Each investigator begins play at Falcon Point Gatehouse.
  - From among the Tidal Tunnel locations, remove the 2 Underground River locations from the game.
  - Set each other location aside, out of play.
- Set each key aside, as follows:
  - Set the white, black, blue, yellow, and red keys aside, faceup.
  - Set the purple and green keys aside, facedown. Shuffle them so you do not know which is which.
- Put the double-sided "Captured!" story card into play next to the scenario reference card, with its story side faceup. (This card is on the reverse side of the Holding Cells location.) Its text is active.
- Set the following cards aside, out of play: the Oceiros Marsh enemy, both copies of the Worth His Salt treachery, and both copies of the Taken Captive treachery.
- Check Campaign Log.
  - If *the idol was brought to the lighthouse*, search the collection for the Waveworn Idol and set it aside, out of play.
  - If *the mantle was brought to the lighthouse*, search the collection for the Awakened Mantle and set it aside, out of play.
  - If *the headdress was brought to the lighthouse*, search the collection for the Headdress of Y'ha-nthlei and set it aside, out of play.

- Check Campaign Log.
  - If *the investigators reached Falcon Point after sunrise*, place 1 doom on agenda 1.
  - If *the tide has grown stronger*, place 1 doom on agenda 1.
- Add the flood tokens to the token pool.
- Shuffle the remainder of the encounter cards to build the encounter deck.
- You are now ready to begin.

Keys

During this scenario, keys represent the following:

- Red: A gilded key made of coral and covered in strange, glowing runes. The word "Y'ha-nthlei" is inscribed upon the handle.
- Blue: A key carved with a symbol of an engorged fish eye.
- Green: A fist-sized cluster of raw peridot that pulses and glows with unnatural light.
- Yellow: A heavy iron ring crowded with prison cell keys.
- Purple: The deceased larva of a malformed fish.
- Black: A map of the depths beneath Devil Reef.
- White: A pocket telescope.

Suggested Location Placement for Act 1

Note: The order of the locations on this row does not matter, so long as Lantern Room is directly above Lighthouse Stairwell.

Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other setups or resolutions, you may use the information below when setting up and playing this scenario:

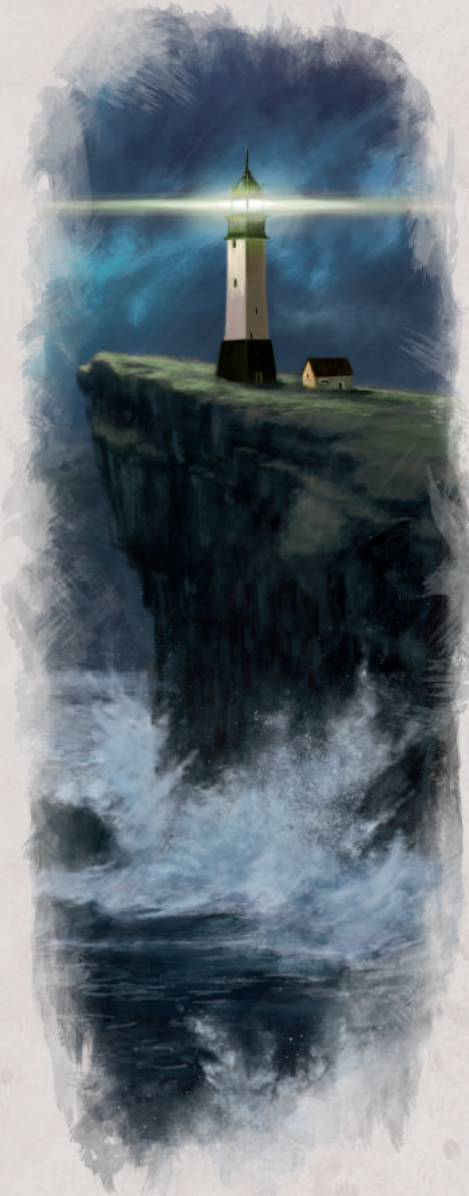
- Assemble the chaos bag using the following tokens: +1, 0, 0, –1, –1, –1, –2, –2, –3, –4, skull, skull, cultist, cultist, tablet, tablet, elder thing, elder thing, elder sign, auto-fail.
- *The investigators reached Falcon Point before sunrise.*
- *The idol, mantle, and headdress were not brought to the lighthouse.*

Suggested Location Placement for Act 3 / Agenda 3

Above/Topmost

Note: The order of the locations on each row does not matter, so long as Lantern Room, Lighthouse Stairwell, and each Sunken Grotto are on the same column, as depicted.

Below/Bottommost



FLASHBACK XII

Do not read unless you are instructed

You peer up at Falcon Point lighthouse, but from much farther below. You are aboard Mr. Moore's fishing vessel, during your voyage to Devil Reef several weeks earlier. The ship sways back and forth as angry waves thrash against its hull. "'Fraid it's gon' be a bit rocky," the ship captain shouts over the crashing of the tumultuous sea. "Weather's been awful wild of late. Strange tides an' stranger winds."

But still you stare up at the ominous lighthouse, its beacon a guiding light, a warning sign, or both. Curious what knowledge he might have, you ask Mr. Moore about the lighthouse. "That ol' thing? Been there longer'n Innsmouth itself. Marsh family's kept it runnin' as long as I remember. Oceiros is keeper now. Strange fella, that Oceiros. They say the only place in town he visits is the Order o' Dagon hall by New Church Green." He shakes his head .

You wonder if there are more secrets inside that lighthouse than meets the eye. Mr. Moore seems to note your curiosity. "I've heard them Marshes've carved out caverns beneath the lighthouse goin' all the way down to sea level an' beyond," he claims. "Dunno if that's true, but sometimes when I'm out ta sea I've seen groups of 'em up by the cliffside, all wavin' an' kneelin' like they're prayin' or something. Never really paid it much mind, but..." his voice grows quieter. "Jus' thought you oughta know."

You nod and thank him. If what he's saying is true, perhaps you should give this lighthouse a visit. You make a mental note to research more about Falcon Point once you return to town.

When your mind snaps back to the present, you recall the legwork you'd done after your expedition to Devil Reef, and the information you found on the vast network of tunnels beneath the lighthouse...

In your Campaign Log, under "Memories Recovered," record *a conversation with Mr. Moore*.

Choose and remove one of the following chaos tokens from the chaos bag for the remainder of the campaign (, , or).

The lead investigator gains 1 clues from the token pool.

FLASHBACK XIII

Do not read unless you are instructed

You speak with one of the many sailors who frequent a ramshackle tavern by the docks of Innsmouth, somewhere in the southeastern slums of the decrepit seaport. He's found his own little corner of the pub in which to hide and drown himself in alcohol. So much the better—you'd prefer to keep your investigation quiet.

You jot down notes as the drunken man rambles on about the creatures he's seen swimming off the coast and prowling around the reefs. "Deep Ones," he names them. "Caught one in my net once," he blabbers through slurred speech. "She an' her eggs—tha's right!—'er eggs, bigger'n your fist, an' squirmin' an' wrigglin', too!"

Absorbed in the ritual of telling a tale for his fellow sailors, he elaborates: "She had one of 'em in her arms. Tiny little devil, with bulgin', hateful eyes. Couldn't stand the sight of it. I threw the net o'er as soon as I realized what I'd caught, an' came right back 'ere. If I had my way I'd never sail 'gain."

You mull this new information over in your head. If this man speaks the truth, these creatures seem to have a lifecycle similar to that of a fish. But then, what is the purpose of the uncanny hybrid creatures you have seen skulking about the town? Are they but figments of your frightened imagination? Or is there a much more sinister part of this lifecycle that you are missing?

In your Campaign Log, under "Memories Recovered," record *the lifecycle of a "Deep One."*

Choose and remove one of the following chaos tokens from the chaos bag for the remainder of the campaign (, , or).

DO NOT READ
until the end of the scenario

If no resolution was reached because each investigator was defeated and it was agenda 1, 2, or 3: Skip to **Resolution 4**.

If no resolution was reached because each investigator was defeated and it was agenda 4: Skip to **Resolution 3**.

Resolution 1: *Exhausted, you throw yourself onto the rocky shore. Waves lap at your ankles as you stare up into the sky. Behind the clouds, deep crimson hues spell an ominous end for all of humankind. Your skull pounds with agony as you struggle to remember why. The moon and sun slide into alignment. A thunderous crash resounds in the distance. Dark, churning clouds swirl and seethe over the hateful ocean. What does it all mean? What is the truth behind the Esoteric Order of Dagon? The truth hidden in Devil Reef? Darkness overtakes your senses once more.*

- For each investigator who resigned through the Moon Room, record in your Campaign Log *(name of that investigator) possesses a diving suit.*
- If the black key was on the current act when the game ended, record in your Campaign Log *the investigators possess a map of Y'ha-nthlei.*
- If the red key was on the current act when the game ended, record in your Campaign Log *the investigators possess the key to Y'ha-nthlei.*
- For each set-aside ***Relic*** story asset that was added to an investigator's hand during this scenario, any investigator may choose to add that story asset to their deck. It does not count toward that investigator's deck size.
- Each investigator earns experience equal to the Victory X value of each card in the victory display. Record this experience under "Unspent Experience" in your Campaign Log, but **do not spend any of it yet**. You will be instructed to spend this experience at a later time.
- Proceed to **Scenario VII: The Lair of Dagon**.

Resolution 2: *Exhaustion and despair eat at your muscles as you escape into the dark woods surrounding Falcon Point. You know it is too dangerous to stop moving, but you can hardly stand. You brace yourself against a nearby tree and stare up into the sky. Behind the clouds, deep crimson hues spell an ominous end for all of humankind. Your skull pounds as you struggle to remember why. The moon and sun slide into alignment. A thunderous crash resounds in the distance. Dark, churning clouds swirl and seethe above the hateful ocean. What does it all mean? What is the truth behind the Esoteric Order of Dagon? The truth hidden in Devil Reef? Darkness overtakes your senses once more.*

- If the black key was on the current act when the game ended, record in your Campaign Log *the investigators possess a map of Y'ha-nthlei.*
- If the red key was on the current act when the game ended, record in your Campaign Log *the investigators possess the key to Y'ha-nthlei.*
- For each set-aside ***Relic*** story asset that was added to an investigator's hand during this scenario, any investigator may choose to add that story asset to their deck. It does not count toward that investigator's deck size.
- Each investigator earns experience equal to the Victory X value of each card in the victory display. Record this experience under "Unspent Experience" in your Campaign Log, but **do not spend any of it yet**. You will be instructed to spend this experience at a later time.
- Proceed to **Scenario VII: The Lair of Dagon**.

Resolution 3: *You panic as the water level rises all the way to the ceiling of the cavern. There is no air left to breathe. You feel the currents pulling you deeper and deeper below the surface, where the bulging, glowing eyes of Deep Ones lie in wait. Desperately, you swim up to the cellar door of the lighthouse. Your only hope is to force it open and crawl up into the buildings above, where sweet oxygen awaits. You shove and push with all of your might, hoping, imagining, praying that any moment now your strength will spring the hatch open. Your lungs are about to burst. No! This cannot be the end! You struggle and fight for survival, but the lock does not budge. Hungry for air, your lungs give. Your throat fills with cold saltwater. The sensation of your ankles being gripped by webbed hands is the last thing you feel.*

- Each investigator is **killed**.
- The investigators lose the campaign.

Resolution 4: *Coming here was a terrible mistake. Falcon Point is no simple lighthouse, but a headquarters for the Order of Dagon, even more hostile and deadly than the town of Innsmouth you left behind. With danger at every turn and the hateful lighthouse keeper hot on your tail, you leave the secrets of the lighthouse behind and flee into the dark woods.*

By the time you are too deep into the treeline to see the lighthouse beacon, you are utterly exhausted. You know it is too dangerous to stop moving, but you can hardly stand. You brace yourself against a nearby tree and stare up into the sky. Behind the clouds, deep crimson hues spell an ominous end for all of humankind. Your skull pounds as you struggle to remember why. The moon and sun slide into alignment. A thunderous crash resounds in the distance. Dark, churning clouds swirl and seethe above the hateful ocean. What does it all mean? What is the truth behind the Esoteric Order of Dagon? The truth hidden in Devil Reef? Darkness overtakes you once more.

- If the black key was on the current act when the game ended, record in your Campaign Log *the investigators possess a map of Y'ha-nthlei.*
- If the red key was on the current act when the game ended, record in your Campaign Log *the investigators possess the key to Y'ha-nthlei.*
- For each set-aside ***Relic*** story asset that was added to an investigator's hand during this scenario, any investigator may choose to add that story asset to their deck. It does not count toward that investigator's deck size.
- Each investigator earns experience equal to the Victory X value of each card in the victory display. Record this experience under "Unspent Experience" in your Campaign Log, but **do not spend any of it yet**. You will be instructed to spend this experience at a later time.
- Proceed to **Scenario VII: The Lair of Dagon**.

Scenario VII: The Lair of Dagon

Thursday, September 15, 1927

One Week Earlier

Intro 1: *You stand outside the cracked marble steps leading up to the masonic hall of the Esoteric Order of Dagon. All of your evidence has lead you here. Whatever is going on in this town, this Order is behind it. You're sure of it… though their ultimate goal remains a mystery.*

The town is eerily quiet as you stand before the building's entrance. Once, this place might have been impressive and opulent. Years of disrepair and flood damage have reduced it to to near-ruin. Its once-white paint is gray and peeling, and many of the pillars outside the entryway are beginning to crumble. Still, it is one of the more intimidating places in Innsmouth, projecting authority despite its decrepitude. No, not authority—something darker. A looming, unspoken threat.

"Are you ready?" Agent Dawson asks. His usually calm demeanor has vanished, replaced with a humorless gravity that throws you off guard. "This is it. This is where we'll find answers."

You're not so sure. Every other lead you've followed has led to only more questions.

Check Campaign Log.

- If *the mission was successful*, proceed to **Intro 2**.
- If *the mission failed*, skip to **Intro 3**.

Intro 2: *Agent Harper was kidnapped when she got too close to the Order, but interrogating her kidnapper didn't exactly yield the answers you needed. What you know now is that the Order's influence pervades Innsmouth, from important civic figures to everyday citizens. Finances, religion, politics… everything is wrapped up in this cult's business in some way or another. What's worse, many of the town's inhabitants seem to follow the Order with blind, fanatical devotion. So many that you're not sure this is even a functioning town anymore. It's no wonder the people are so hostile toward outsiders.*

It wasn't until your investigation of Devil Reef that you truly began to peel away the outer layers of Innsmouth and reveal the rot beneath. There, you found what the Order was hiding: the monstrous creatures that emerged from the depths and prowled the tidal islands, congregating in prayers to some horrific deity. Perhaps it is even the same "Dagon" worshipped by the Order.

Check the "Memories Recovered" section of the Campaign Log.

- If *a decision to stick together* is listed under "Memories Recovered," skip to **Intro 4**.
- Otherwise, skip to **Intro 5**.

Intro 3: *You are sure that Agent Harper was kidnapped after she began investigating the Order. Your own investigation might have ended the same way had you not laid low for a week after the townsfolk got riled up. It seems that the Order's influence pervades Innsmouth, from important civic figures to everyday citizens. Finances, religion, politics… everything is wrapped up in this cult's business in some way or another. But why?*

It wasn't until your investigation of Devil Reef that you truly began to peel away the outer layers of Innsmouth and reveal the rot beneath. There, you found what the Order was hiding: the monstrous creatures that emerged from the depths and prowled the tidal islands, congregating in prayers to some horrific deity. Perhaps it is even the same "Dagon" worshipped by the Order.

Check the "Memories Recovered" section of the Campaign Log.

- If *a decision to stick together* is listed under "Memories Recovered," proceed to **Intro 4**.
- Otherwise, skip to **Intro 5**.

Intro 4: Creeeak. *Agent Dawson opens the large doors serving as the entrance to the building, and you follow close behind. Inside, the halls are dark and eerily still. Only the faint sound of trickling water lingers in the air. "I don't like this one bit," Dawson says as the front door closes behind you. He unholsters his gun, turns on his flashlight, and scans the room. "We should stay together. Safety in numbers." You nod in agreement. The Order has proven to be very dangerous, and they surely don't want you poking around in their headquarters…*

Proceed to **Setup**.

Intro 5: Creeeak. *Agent Dawson creaks open the large doors serving as the entrance to the building, and you follow close behind. Inside, the halls are dark and eerily still. Only the faint sound of trickling water lingers in the air. "It's quiet. I guess there are no ceremonies going on tonight. That's good," Dawson says as the front door closes behind you. He turns on his flashlight and illuminates a nearby doorway. "We should split up. We'll be able to cover more ground that way. See if you can figure out what they're hiding here. I'll meet up with you later." You nod and head in the opposite direction…*

Proceed to **Setup**.

Investigator Setup

Perform this step before setting up your investigator.

- Search each investigator's deck for Elina Harper and remove her from the game for the duration of this scenario.

Scenario Setup

- Gather all cards from the following encounter sets: *The Lair of Dagon, Agents of Dagon, Flooded Caverns, Syzygy, Dark Cult,* and *Locked Doors*. These sets are indicated by the following icons:

- Place each key as follows:
  - Set the black, blue, green, purple, and red keys aside, faceup.
  - Set the white and yellow keys aside, facedown. Shuffle them so you do not know which is which.
- Put the following locations into play: Grand Entryway, Foul Corridors, both copies of First Floor Hall, both copies of Second Floor Hall, and Third Floor Hall *(see location placement one next page)*.
  - Each investigator begins play at the Grand Entryway.
  - Set each other location aside, out of play.
- Set the following cards aside, out of play: Both copies of the Syzygy treachery, both copies of the Tidal Alignment treachery, the double-sided Y'ha-nthlei Statue story asset, the Apostle of Dagon enemy, and the double-sided Dagon enemy.
- Check the "Memories Recovered" section of the Campaign Log. If there are…
  - …4 or fewer memories recorded, add 5 ⌖ tokens to the chaos bag.
  - …5–7 memories recorded, add 2 ↳ tokens to the chaos bag.
  - …8 or more memories recorded, add 5 ↳ tokens to the chaos bag.
- Check the "Memories Recovered" section of the Campaign Log. If *a jailbreak* is listed under "Memories Recovered," search the collection for the ***Suspect*** enemy circled under "Possible Suspects" and set it aside, out of play.
- Check the "Memories Recovered" section of the Campaign Log.
  - If *an encounter with a secret cult* is listed under "Memories Recovered," when constructing the agenda deck, use Agenda 1a—"The Initiation (v. I)" and remove Agenda 1a—"The Initiation (v. II)" from the game.
  - Otherwise, when constructing the agenda deck, use Agenda 1a—"The Initiation (v. II)" and remove Agenda 1a—"The Initiation (v. I)" from the game.
- Check the "Memories Recovered" section of the Campaign Log.
  - If *a decision to stick together* is listed under "Memories Recovered," search the collection for Thomas Dawson and put him into play under any investigator's control. When constructing the agenda deck, use Agenda 2a—"What Lurks Below (v. I)" and remove Agenda 2a—"What Lurks Below (v. II)" from the game.
  - Otherwise, set Thomas Dawson aside, out of play. When constructing the agenda deck, use Agenda 2a—"What Lurks Below (v. II)" and remove Agenda 2a—"What Lurks Below (v. I)" from the game.
- Add the flood tokens to the token pool.
- Shuffle the remainder of the encounter cards to build the encounter deck.
- You are now ready to begin.

Spending Keys

During this scenario, investigators may be instructed to spend 1 or more keys. Only an investigator in control of a key may spend it. Spent keys are placed on the scenario reference card.

Location Placement for "The Lair of Dagon"

Third Floor Hall
LOCATION
Third Floor.
Investigators cannot move to Third Floor Hall unless an investigator has "unlocked the third floor."
A circular indentation on the door at the top of the staircase suggests that something must be placed here in order to open the way forward.

Second Floor Hall
LOCATION
Second Floor.
Muffled chanting fills the corridor from behind one of the two doors on the second floor. The reverberation of sound throughout the hall makes it difficult to determine which.

Foul Corridors
LOCATION
Second Floor.
Behind the door to the hall, muffled footsteps fade into the distance. Is there someone here?

Second Floor Hall
LOCATION
Second Floor.
Muffled chanting fills the corridor from behind one of the two doors on the second floor. The reverberation of sound throughout the hall makes it difficult to determine which.

Grand Entryway
LOCATION
Ground Floor.
The lobby is full of old wealth hidden under layers of decrepitude. Two cracked statues flank the entrance, behind which loom two sets of wooden stairs leading up to the second floor. Two more doors hide under the stairways to your left and right, and a foul locked door stands at the end of the hall.

Keys

During this scenario, keys represent the following:

- Red: A crest engraved with a glyph depicting a great sacrifice.
- Blue: A scroll detailing some of the Order's activities and secrets.
- Green: A crest depicting a widening fish-eye.
- Purple: A crest inscribed with a circle of words in an alphabet you do not comprehend.
- Black: A crest carved with an arcane sigil.
- White/Yellow: Crests whose glyphs depict the alignment of celestial bodies. The white key shows the moon overlapping the sun. The yellow key shows the sun overlapping the moon.

Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other setups or resolutions, you may use the information below when setting up and playing this scenario:

- Assemble the chaos bag using the following tokens:
  +1, 0, 0, –1, –1, –1, –2, –2, –3, –4, skull, skull, elder sign, elder sign, tablet, tablet, cultist, cultist, elder thing, elder thing, autofail, elder sign.
- *The mission failed.*
- None of the following are listed under Memories Recovered: *a decision to stick together*, *an encounter with a secret cult*, or *a jailbreak*.

DO NOT READ
until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): *This place is more dangerous than you could have possibly imagined. You stumble as you flee through the dark, flooded corridors, retracing your steps as quickly as you can to reach the entrance. Your heart races in your chest as you see the exit at last. You gasp in relief as you crash through the doors, to safety—*

—Only you are not safe. Standing at the bottom of the steps is an angry throng of citizens, far too many for you to fight your way through. "There! Get 'em!" a wrinkled woman at the head of the mob shouts. You are surrounded and grabbed within moments. You struggle and fight for your life, but it's no use. The last thing you remember is being dragged back through the halls of the Order to some unknown fate…

- In your Campaign Log, record *Dagon has awakened*.
- Proceed to **Resolution 1**.

Resolution 1: *You're somewhere else now, lying on your stomach on cold, damp stone. Your arms are held tight behind your back. You have no idea how you got here. As consciousness returns, your vision comes into focus. You crane your neck up to view your surroundings, but it's too dark to see anything inside your stone cell.*

"I'll ask you one last time. Who sent you here?" a voice asks. It is deep and husky, like the croaking of a frog.

You hear the familiar, cool baritone of Agent Dawson reply: "Your breath smells awful. Ever heard of brushing your teeth?" Despite the sarcasm dripping from his words, his voice wavers ever so slightly.

"Your mockery only masks the fear that hides within," the voice replies. "Very well. If you are of no use to us, you will be the first to be sacrificed."

Your vision continues to adjust. You can just barely make out Dawson's silhouette on the other side of the cell. He is kneeling before a metal hatch in the stone floor. An elderly robed figure presses a curved knife against Dawson's throat. Someone lifts the hatch, and Dawson's eyes go wide. He gives you one last despairing look, shakes his head slowly and deliberately, and quietly slides something across the stone floor. Then the hooded figure pushes him in. In the scuffle and the low light, nobody notices the car key that skitters to a halt directly next to you.

You grab the key and stuff it into your pocket just before you are shoved forward. Two more sets of cold, clammy hands grab your shoulders, and the hooded figure slides his knife up to your neck. All you can see of his face are his wide, unblinking eyes.

"Oceiros, these ones were found in Dagon's lair as well," another voice explains to the elderly figure in the robes. "We believe they were the ones snooping around Devil Reef."

The man with the knife to your throat nods. "Your turn," he declares. "Tell us why you have come and perhaps we will let you go. Who sent you? What have you seen?"

- Each investigator earns experience equal to the Victory X value of each card in the victory display. Record this experience under "Unspent Experience" in your Campaign Log, but **do not spend any of it yet**. You will be instructed to spend this experience at a later time.
- If there is a ***Suspect*** enemy in the victory display, in your Campaign Log, record *the gatekeeper has been defeated*.
- The lead investigator must decide:
  - Tell Oceiros nothing. Proceed to **Resolution 2**.
  - Lie to Oceiros. Skip to **Resolution 3**.
  - Tell Oceiros everything. Skip to **Resolution 4**.

Resolution 2: *You remember the slow, gentle shaking of Agent Dawson's head and know what he meant by the gesture. You look up into the man's unblinking eyes, set your jaw, and say nothing. A moment of silent understanding passes between you and your interrogator. "Very well. Your defiance has earned you naught but a slow, agonizing death." The metal hatch opens again. Inside, you see nothing but darkness. You glare long and hard at your captor.*

"Take what they have stolen to the lighthouse at once," Oceiros commands one of the other robed figures. "It is time to begin our great work. None will disrupt the Order's business ever again. Soon, all will understand the natural order of life." Then he nods to your captors, and you are shoved forward. The clammy hands release you and suddenly you are tumbling into darkness. The last thing you feel is your head striking cold stone, and then—

- Add 1 token to the chaos bag for the remainder of the campaign.
- Proceed to **Interlude IV: Hidden Truths**.

Resolution 3: *You can think of only one way out of this situation. The Order believes that you are poking around their business, so you will have to convince them that you don't know or care what they are up to. You lie as best you can, spinning a story that might convince them you were simply in the wrong place at the wrong time. "And what of your unfortunate friend?" your interrogator asks. You tell him that you have never met that man in your life. "Perhaps you speak the truth," the man says, and you breathe a short-lived sigh of relief before he dashes your hopes: "…but it matters not. You have seen too much, and for that, you must be silenced. Worry not. You will be joining our kindred soon." The metal hatch opens again. Inside, you see nothing but darkness.*

"Take what they have stolen to the lighthouse at once," Oceiros commands one of the other robed figures. "It is time to begin our great work. None will disrupt the Order's business ever again. Soon, all will understand the natural order of life." Then he nods to your captors, and you are shoved forward. The clammy hands release you and suddenly you are tumbling into darkness. The last thing you feel is your head striking cold stone, and then—

- Add 1 token to the chaos bag for the remainder of the campaign.
- Proceed to **Interlude IV: Hidden Truths**.

Resolution 4: *None of this is what you signed up for. Hoping to avoid Dawson's fate, you have no choice but to tell your interrogator everything. You explain you were hired by Dawson to find his missing agent, and go on to describe the events that followed over the past few weeks, including your exploration of Devil Reef and your investigation into the Order. A slow smile crawls across the man's face as you divulge everything you know. "I thank you for your candor. Sadly, there is only one way I can repay you. You have seen too much, and for that, you must be silenced." Your heart goes cold as you realize what he means. The metal hatch opens again. Inside, you see nothing but darkness.*

"Take what they have stolen to the lighthouse at once," Oceiros commands one of the other robed figures. "It is time to begin our great work. None will disrupt the Order's business ever again. Soon, all will understand the natural order of life." Then he nods to your captors, and you are shoved forward. The clammy hands release you and suddenly you are tumbling into darkness. The last thing you feel is your head striking cold stone, and then—

- Add 1 token to the chaos bag for the remainder of the campaign.
- Proceed to **Interlude IV: Hidden Truths**.

Interlude IV: Hidden Truths

As soon as your mind returned to the present, you began formulating your plan. A plan to enter the realm of the Deep Ones and end their conspiracy once and for all. "This is ridiculous, you know that, right?" Harper asks. You nod. Of course it's ridiculous. You've spent the last two days on the run. Chased. Hunted. Tormented.

But you've also spent the last two days recovering the memories you've forgotten. And what you've seen is something you can't possibly ignore. You have seen the deity the Esoteric Order of Dagon is named for, and you understand what the Order plans to do. The alignment of the celestial bodies in the sky, the steadily rising tides, the tumultuous, fluctuating weather, the creatures emerging from the deep, all of it is tied together. You have seen it. There will come a flood, a great disaster to wipe out humanity, so only the deep remains. The great city in the reef shall rise once more and become the beating heart of all life on Earth.

There are still gaps in your memory, but all this you know to be true. All of Innsmouth is consumed by this conspiracy. The Order controlled the town through its oaths and the secret wealth it hoarded from the deep. It was no wonder they treated outsiders like yourself with such scorn.

You give Harper a knowing glare. She sighs and nods. "I know. It's the only way." Together, the two of you plot your course. Abandoned ships still litter the harbor of Innsmouth. Under the cover of night, you must commandeer one of them, sail to Devil Reef, and descend once more into the antediluvian ruins in the depths below the forsaken islands. That is where the other entrance to the city lies. Y'ha-nthlei.

Your skin prickles with cold shivers as you utter the word aloud. Harper grimaces, though you can sense the determination behind her steely gaze. "I'm going to see this mission through, Dawson. For you."

You lay out all of the information you've uncovered and the relics you've obtained despite the horrors arrayed against you. You know the way to Y'ha-nthlei is sealed tight. There must be a way to gain entrance. Perhaps you already have the answers you seek…

Check Campaign Log. Read each of the sections below that apply to your situation. Then, proceed to the following text.

If *the Terror of Devil Reef is dead* and *the lifecycle of a "Deep One"* is listed under "Memories Recovered" in your Campaign Log:

You study the trophy you found in the sacrificial pit in which you awoke several days ago—part of what was once the creature that you fought in Devil Reef. It wasn't the same kind of creature as the "Deep Ones" that the Esoteric Order of Dagon worships, but you cannot help ruminating over the similarities between them. You recall that fish never cease growing as they age, and wonder if the same may be true for Deep Ones. Perhaps it was an ancient breed of Deep One—something so old, it grew enormous and twisted beyond imagination. If so, what was it doing in Devil Reef? Was it guarding Y'ha-nthlei? And if so, what does that bode for you? You decide to take the trophy with you, hoping it is important enough to aid in your mission…

The conspiracy deepens. In your Campaign Log, record *the guardian of Y'ha-nthlei is dispatched.*

If *the gatekeeper has been defeated* and an investigator's deck contains at least 1 of the following story assets (Waveworn Idol, Awakened Mantle, or Headdress of Y'ha-nthlei):

You understand now the purpose of the relic you found in Devil Reef. It isn't just an object of power. It is a badge—an heirloom of sorts, worn by the one who stands guard over the gateway to the Deep Ones' city. You defeated the one groomed to be its next protector. Now the relic recognizes you as its rightful heir. Perhaps with this, you will be able to gain entrance into Y'ha-nthlei…

The conspiracy deepens. In your Campaign Log, record *the gateway to Y'ha-nthlei recognizes you as its rightful keeper.*

- Return Thomas Dawson to the collection. If an investigator earned Elina Harper (at any point during this campaign), they may add her back to their deck.
- With a fragment of your memories returned to you, past events have become clearer. Each investigator may now spend the experience recorded under "Unspent Experience" in your Campaign Log.

Proceed to **Scenario VIII: Into the Maelstrom**.

Scenario VIII: Into the Maelstrom

Your plan is simple. Foolish, but simple. The knowledge you've gathered leads you to conclude that the Esoteric Order of Dagon is the cause of both the rising tides and the appearance of the horrific "Deep Ones." Not only that, but over the course of the last few decades, the Order has transformed the townsfolk into more of the horrific creatures, using them to infiltrate Innsmouth from within. But worst of all, the entity the cult worships—Dagon—is just one of two. His mate, Hydra, still slumbers in the depths below Innsmouth, waiting to awaken and stake her claim over an endless ocean.

These are the conclusions that have led you to your plan: Travel once more to Devil Reef, descend into the city of the Deep Ones that lies hidden at the bottom of the ocean, and put a stop to the Deep Ones' plans once and for all. Agent Harper helps you prepare, loading your possessions onto the boat you managed to steal from what remained of Innsmouth's docks. "We only have one shot at this," Harper says. "I don't think I need to remind you what might happen if we fail." She looks pointedly at the flooded ruins of Innsmouth. "Are you ready?"

Proceed to **Setup**.

Scenario Setup

- Gather all cards from the following encounter sets: *Into the Maelstrom*, *Agents of Hydra*, *Creatures of the Deep*, *Flooded Caverns*, *Shattered Memories*, *Syzygy*, and *Ancient Evils*. These sets are indicated by the following icons:

- Check Campaign Log. Place each of the following keys (blue, red, green, and yellow) as follows:
  - If *the investigators possess the key to Y'ha-nthlei*, choose an investigator to take control of the blue key. Otherwise, set it aside, facedown.
  - If *the investigators possess a map of Y'ha-nthlei*, choose an investigator to take control of the red key. Otherwise, set it aside, facedown.
  - If *the guardian of Y'ha-nthlei is dispatched*, choose an investigator to take control of the green key. Otherwise, set it aside, facedown.
  - If *the gateway to Y'ha-nthlei recognizes you as its rightful keeper*, choose an investigator to take control of the yellow key. Otherwise, set it aside, facedown.
  - If there are fewer than 4 set-aside keys, shuffle the purple, white, and black keys facedown. Then, one at a time, set each of these keys aside until there are no more than 4 set-aside keys. Remove each remaining key in excess of the set-aside keys from the game. The removed keys will not be used in this scenario.
  - Shuffle each set-aside key so you do not know which is which.
- Put Gateway to Y'ha-nthlei into play. *(It enters play partially flooded.)* Put each of the 8 Tidal Tunnel locations into play surrounding it *(see location placement below)*.
  - Each investigator begins play at the Gateway to Y'ha-nthlei.
  - Set each other location aside, out of play.
- Check Campaign Log.
  - Each investigator who *possesses a diving suit* begins play with a Diving Suit story asset in their play area.
  - Remove each unused Diving Suit from the game.
- When constructing the act deck, use only the City of the Deep (v. I) version of act 2a. Set City of the Deep (v. II) and City of the Deep (v. III) aside, out of play.
- Set the Lloigor enemy, the Aquatic Abomination enemy, the double-sided Hydra enemy, and the double-sided Dagon enemy aside, out of play.
- Add the flood tokens to the token pool.
- Shuffle the remainder of the encounter cards to build the encounter deck.
- You are now ready to begin.

Location Adjacency in Y'ha-nthlei

During this scenario, locations are arranged in a set pattern, with each location adjacent to one or more other locations.

- **During this scenario, adjacent locations are considered to be connected to one another.**
- Locations are only adjacent orthogonally (left, right, above, or below); they are not adjacent diagonally.

Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other setups or resolutions, you may use the information below when setting up and playing this scenario:

- Assemble the chaos bag using the following tokens: +1, 0, 0, –1, –1, –1, –2, –2, –3, –4, skull, skull, elder sign, elder sign, tablet, tablet, cultist, cultist, elder thing, elder thing.
- The investigators may decide how many of the following entries are true: *the investigators possess the key to Y'ha-nthlei*, *the investigators possess a map of Y'ha-nthlei*, *the guardian of Y'ha-nthlei is dispatched*, and *the gateway to Y'ha-nthlei recognizes you as its rightful keeper.*
  - For the easiest experience, all 4 are true.
  - For a slightly easier experience, choose 3 entries to be true.
  - For a standard experience, choose 2 entries to be true.
  - For a more difficult experience, choose 1 entry to be true.
  - For the most difficult experience, none of the above entries are true.
- *No investigators possess a diving suit.*

Location Placement for Act 1

Tidal Tunnel
Location
Cave.
The air is frigid here, and there is no sound but the faint plinking of water dripping onto the rough stone ground. You shudder and proceed onward...
Tidal Tunnel
Location
Cave.
The air is frigid here, and there is no sound but the faint plinking of water dripping onto the rough stone ground. You shudder and proceed onward...
Tidal Tunnel
Location
Cave.
The air is frigid here, and there is no sound but the faint plinking of water dripping onto the rough stone ground. You shudder and proceed onward...
Tidal Tunnel
Location
Cave.
The air is frigid here, and there is no sound but the faint plinking of water dripping onto the rough stone ground. You shudder and proceed onward...
Gateway to Y'ha-nthlei
Location
Y'ha-nthlei. Otherworld.
Gateway to Y'ha-nthlei enters play partially flooded (even while it is unrevealed).
"Stupendous and unheard-of splendours await me below, and I shall seek them soon."
– H. P. Lovecraft, The Shadow over Innsmouth
Tidal Tunnel
Location
Cave.
The air is frigid here, and there is no sound but the faint plinking of water dripping onto the rough stone ground. You shudder and proceed onward...
Tidal Tunnel
Location
Cave.
The air is frigid here, and there is no sound but the faint plinking of water dripping onto the rough stone ground. You shudder and proceed onward...
Tidal Tunnel
Location
Cave.
The air is frigid here, and there is no sound but the faint plinking of water dripping onto the rough stone ground. You shudder and proceed onward...
Tidal Tunnel
Location
Cave.
The air is frigid here, and there is no sound but the faint plinking of water dripping onto the rough stone ground. You shudder and proceed onward...

Keys

During this scenario, keys represent the following:

- Red: Information regarding the otherworldly route to Y'ha-nthlei, and the secrets that lie within.
- Blue: A key allowing entrance through the gateway to Y'ha-nthlei and its other thresholds.
- Green: A trophy proving one's worthiness to enter Y'ha-nthlei and commune with its deities.
- Yellow: A badge signifying one's allegiance to Y'ha-nthlei and its deities.
- Purple: A key of shimmering gold for opening the vaults of the deep.
- Black: A key of obsidian used to activate the many traps within the city of the deep.
- White: A key of coral, one of many used to navigate the depths of Y'ha-nthlei.

Act 2 Setup

When setting up act 2, first set up the locations as depicted below. Then, depending on the number of investigators in the game, do the following:

- If there are exactly 4 investigators in the game, no changes are made.
- If there are exactly 3 investigators in the game, remove the Y'ha-nthlei location marked as "C" from the game, sliding each of the three locations on the row below it upwards once.
- If there are exactly 2 investigators in the game:
  - First, remove the Y'ha-nthlei location marked as "A" from the game, sliding the three locations to its left (the two on the same row and the Y'ha-nthlei Sanctum on the row below them) each once to the right.
  - Then, remove the Y'ha-nthlei location marked as "B" from the game, sliding the three locations to its right (the two on the same row and the Y'ha-nthlei Sanctum on the row below them) each once to the left.
- If there is exactly 1 investigator in the game:
  - First remove the Y'ha-nthlei location marked as "C" from the game, sliding each of the three locations on the row below it upwards once.
  - Next, remove the Y'ha-nthlei location marked as "A" from the game, sliding the two locations to its left on the same row once to the right.
  - Finally, remove the Y'ha-nthlei location marked as "B" from the game, sliding the two locations to its right on the same row once to the left.
- Each location should be adjacent to at least 1 other location.
- Do not look at the revealed side of any location removed from the game.

Location Placement for Act 2

Gateway to Y'ha-nthlei
2
0
LOCATION
Y'ha-nthlei, Otherworld.
The gateway to the city of the deep is a roiling vortex of seawater—a portal of currents beyond which lies Y'ha-nthlei, your final destination.

Y'ha-nthlei Sanctum
LOCATION
Y'ha-nthlei, Sanctum.
Y'ha-nthlei Sanctum enters play fully flooded (even while it is unrevealed).
"... in that lair of the Deep Ones we shall dwell amidst wonder and glory for ever."
– H. P. Lovecraft, The Shadow over Innsmouth

Y'ha-nthlei
LOCATION
Y'ha-nthlei.
Y'ha-nthlei enters play partially flooded (even while it is unrevealed).
"We shall swim out to that breaking reef in the sea and dive down through black abysses to Cyclopean and many-columned Y'ha-nthlei..."
– H. P. Lovecraft, The Shadow over Innsmouth

Y'ha-nthlei
LOCATION
Y'ha-nthlei.
Y'ha-nthlei enters play partially flooded (even while it is unrevealed).
"We shall swim out to that breaking reef in the sea and dive down through black abysses to Cyclopean and many-columned Y'ha-nthlei..."
– H. P. Lovecraft, The Shadow over Innsmouth

Y'ha-nthlei
LOCATION
Y'ha-nthlei.
Y'ha-nthlei enters play partially flooded (even while it is unrevealed).
"We shall swim out to that breaking reef in the sea and dive down through black abysses to Cyclopean and many-columned Y'ha-nthlei..."
– H. P. Lovecraft, The Shadow over Innsmouth

Y'ha-nthlei Sanctum
LOCATION
Y'ha-nthlei, Sanctum.
Y'ha-nthlei Sanctum enters play fully flooded (even while it is unrevealed).
"... in that lair of the Deep Ones we shall dwell amidst wonder and glory for ever."
– H. P. Lovecraft, The Shadow over Innsmouth

Y'ha-nthlei Sanctum
LOCATION
Y'ha-nthlei, Sanctum.
Y'ha-nthlei Sanctum enters play fully flooded (even while it is unrevealed).
"... in that lair of the Deep Ones we shall dwell amidst wonder and glory for ever."
– H. P. Lovecraft, The Shadow over Innsmouth

Y'ha-nthlei
LOCATION
Y'ha-nthlei.
Y'ha-nthlei enters play partially flooded (even while it is unrevealed).
"We shall swim out to that breaking reef in the sea and dive down through black abysses to Cyclopean and many-columned Y'ha-nthlei..."
– H. P. Lovecraft, The Shadow over Innsmouth

Y'ha-nthlei Sanctum
LOCATION
Y'ha-nthlei, Sanctum.
Y'ha-nthlei Sanctum enters play fully flooded (even while it is unrevealed).
"... in that lair of the Deep Ones we shall dwell amidst wonder and glory for ever."
– H. P. Lovecraft, The Shadow over Innsmouth

Lair of Hydra
High Temple of Mother Hydra
LOCATION
Y'ha-nthlei, Lair.
Amidst the sound of cascading waterfalls, the deep rumbling of something enormous stirring emanates from below. Each of the thing's breaths resounds throughout the city, shaking the walls, filling your heart with fear, and, yet, calling to you.

Y'ha-nthlei
LOCATION
Y'ha-nthlei.
Y'ha-nthlei enters play partially flooded (even while it is unrevealed).
"We shall swim out to that breaking reef in the sea and dive down through black abysses to Cyclopean and many-columned Y'ha-nthlei..."
– H. P. Lovecraft, The Shadow over Innsmouth
C

Lair of Dagon
Sanctuary of Father Dagon
LOCATION
Y'ha-nthlei, Lair.
As you descend the familiar steps, something tugs at your memories. You've been here before, haven't you?

FLASHBACK XIV

Do not read unless you are instructed

You are deep below the Esoteric Order of Dagon's headquarters once more, emerging from the hall where you had disrupted the Order's ritual. You follow Agent Dawson through a series of winding, flooded corridors flanked by statues of aquatic monstrosities and malformed beasts. You ask Dawson where exactly you're headed, but he doesn't reply. Finally, you enter another chamber, similar to the last. Its walls are covered in otherworldly effigies and a depiction of ocean waves swirling below an alignment of celestial bodies. Another familiar pool dominates the cavern, inside which the dark shape of something massive slumbers. To your surprise, Agent Harper stands in front of the pool, gazing into its dark reflection. She turns with a start when she hears you approach, relaxing only once she sees who you are. "Is it done?" Dawson asks.

She nods. "This one isn't waking up anytime soon."

"Good. The Order is on to us. We have no time to spare. Let's get to the vault and take what we came for."

You reel. What exactly is going on here? Both of the agents notice your confusion at the same time. A moment of grim understanding dawns as you realize the truth of the situation. The agency didn't come here to investigate criminal activity in Innsmouth at all. They came here for something else. And the only vaults you've seen so far in these depths are the ones filled with archaic riches. The material wealth that has kept the town of Innsmouth afloat all these years—perhaps the very riches that persuaded so many of the townsfolk to follow the Order and forsake their own humanity.

Stifling your frustration, you ask how much of Dawson's briefing was a lie. "Not all of it," he says calmly. "Agent Harper was missing when I contacted you, that much was true. But she was sent here on a different mission. One we must complete this very moment or risk losing everything we've worked for. And you're going to help us."

You cross your arms in defiance. It's one thing to be kept in the dark by the two agents you've risked your life for. It's another to help them smuggle treasure on behalf of the government, especially when so much more is at stake.

"I don't think you understand," Dawson replies, his voice surprisingly level. "You are an asset of the agency and under my authority. You will do as I command." As the silence between you grows more and more tense, you spot Dawson's hand twitching toward his holstered weapon. Is he truly willing to go that far…?

Just then, you hear shouting down the hall. "Shit. They're here." Dawson turns to Harper, his orders terse and quiet: "Take the exit through Devil Reef. We'll head back the way we came. Meet up at the vault."

The next minute is a blur. Dawson and Harper split up. Despite your anger, you decide it is best to follow Agent Dawson, since you are familiar with that escape route. A torrent of footsteps and hollers follows close behind. You don't get far before you are cornered. An elderly man with wide, unblinking eyes and long robes blocks your exit. "Take them," he says. The rest you recall only in flashes of horror. The interrogation. The dark, flooded pit. Dawson's fate. Harper discovering you on the beach—

—You turn on Harper, your vision adjusting back to the present. She seems to understand what you have seen. Her hand hovers dangerously near her handgun. "Dammit," she says. "I was hoping you wouldn't remember what happened the last time we were in this room…" She draws in a shaky breath as the two of you silently judge one another. "So, what now?" she asks. "I still have a job to do. Are you going to get in my way?"

In your Campaign Log, under "Memories Recovered," record *a stinging betrayal.*

The investigators must decide (choose one):

- Help Agent Harper complete her mission. Put the set-aside City of the Deep (v. II) into play next to the current act. It provides a new alternate objective.
- Defy Agent Harper. Search each player's hand, deck, discard pile, and all play areas for Elina Harper and remove her from the game. Put the set-aside City of the Deep (v. III) into play next to the current act. It provides a new alternate objective.

DO NOT READ
until the end of the scenario

If no resolution was reached because each investigator was defeated: *The chanting of the Deep Ones rises to a crescendo. The alien walls of Y'ha-nthlei twist and contort before your eyes, like lungs desperately clawing for breath. The air becomes thin. Water seeps through the walls. Nothing can stop the pull of the tide now. Nothing can stop the great flood. A triumphant roar sounds throughout the city, and the citizens of the deep rise to meet the cry in their jubilance. You collapse in exhaustion and resignation. Your part is over, now. The part of humanity will be soon to follow.*

- Proceed to **Resolution 8**.

Resolution 1: *You frantically make your way back to the entrance to the undersea city, hoping desperately to escape alive. You feel the familiar tugging of the currents all around you as you emerge on the other side of the otherworldly threshold. Your heart does not stop racing until you finally break the surface of the water and collapse on an outcropping of rock.*

- In your Campaign Log, record *the investigators escaped Y'ha-nthlei*.
- Add both Dagon and Hydra to the victory display. Each investigator earns experience equal to the Victory X value of each card in the victory display.
- Each investigator suffers 2 physical trauma from their ordeal beneath the waves.
- Check if Act 2b—"Shattering the Alignment" is in the victory display.
  - If it is, proceed to **Resolution 2**.
  - If it is not, skip to **Resolution 3**.

Resolution 2: *As you emerge from the caverns of Devil Reef and look up into the sky, you are relieved to see the sun and moon no longer in alignment. The tide appears to be retreating, as well. The seas seem to have finally calmed.*

- In your Campaign Log, record *the plot of the Deep Ones was thwarted*.
- The investigators win the campaign!
- Check if another act card is in the victory display.
  - If Act 2b—"Conspiracy Fulfilled" is in the victory display, proceed to **Resolution 4**.
  - If Act 2b—"Conspiracy Dismantled" is in the victory display, proceed to **Resolution 5**.
  - If neither is in the victory display, skip to **Epilogue**.

Resolution 3: *As you emerge from the caverns of Devil Reef and look up into the sky, your throat clenches tight. The sun and moon are still locked in unholy alignment, and the sea still swallows most of the coast.*

- In your Campaign Log, record *the flood has begun*.
- Check which act card is in the victory display.
  - If Act 2b—"Conspiracy Fulfilled" is in the victory display, proceed to **Resolution 6**.
  - If Act 2b—"Conspiracy Dismantled" is in the victory display, proceed to **Resolution 7**.

Resolution 4: *Agent Harper is the first to speak. "We did it. I can't believe we did it." You nod. Not only were you able to stop the Deep Ones, but you helped Harper accomplish her mission as well. She digs through her belongings for a bright orange firearm with a large barrel, loads a flare into it, and launches the bright light into the sky with a victorious smirk. "They'll be coming for us any minute now. I'm sure you'll be rewarded handsomely for your help. So long as you agree to speak to nobody about any of this, of course," she says. You nod. It's not like anyone would believe you, anyway.*

- In your Campaign Log, record *Agent Harper's mission is complete*.
- Each investigator earns 3 bonus experience.
- Proceed to **Epilogue**.

Resolution 5: *There is no sign of Agent Harper anywhere. Perhaps she never made it out of the city alive. You hold out hope that she is out there, somewhere. Still, you are relieved that at the very least, nobody will ever be able to use the riches of Y'ha-nthlei to manipulate humanity ever again. Not the government, not the Deep Ones—nobody.*

- In your Campaign Log, record *the riches of the deep are lost forever.*
- Each investigator earns 3 bonus experience.
- Proceed to **Epilogue**.

Resolution 6: *Agent Harper is the first to speak. "Well. Mission accomplished, I suppose." You bite your lip. She may have accomplished her mission, but the toll of the Deep Ones' ritual on the world will never fade. She digs through her belongings for a bright orange firearm with a large barrel, loads a flare into it, and launches the bright light into the sky with a victorious smirk. "They'll be coming for us any minute now. Then we'll blow that city apart, and hopefully, this will all be over," she says. You aren't so sure. Much of the damage has already been done. Will it ever truly end? Or are you just delaying the inevitable?*

- In your Campaign Log, record *Agent Harper's mission is complete… but at what cost?*
- Each investigator suffers 2 mental trauma as they realize the world will never be the same.
- The investigators win the campaign…?

Resolution 7: *There is no sign of Agent Harper anywhere. Perhaps she never made it out of the city alive. You hold out hope that she is out there, somewhere. Still, you are relieved that at the very least, nobody will ever be able to use the riches of Y'ha-nthlei to manipulate humanity ever again. Not the government, not the Deep Ones—nobody. You peer out once more to the waves thrashing across the horizon. The flood seems to have halted. Perhaps you have harmed the Deep Ones and their masters enough that their ritual has been foiled. Or perhaps they are merely biding their time, waiting until they can emerge once more. Is this truly over? Or did you merely delay the inevitable?*

- In your Campaign Log, record *the riches of the deep are destroyed… but at what cost?*
- Each investigator suffers 2 mental trauma as they realize the world will never be the same.
- The investigators win the campaign…?

Resolution 8: *As the ritual concludes, the eastern seaboard becomes the first coastline drowned by the rising sea. The rest of the continent is swift to follow. The icecaps melt, consuming the remainder of the Earth. Cities fall. Humanity is no longer. All that is left is the ocean and the ever-static alignment of celestial bodies that looms overhead. And of course, the inheritors of this new Earth: Hydra, Dagon, and their children.*

- In your Campaign Log, record *the Deep Ones have flooded the Earth.*
- Each investigator is **killed**.
- The investigators lose the campaign.

Epilogue

Read this epilogue only if you are instructed to do so.

Epilogue 1: *The drive home to Arkham is quiet. After everything you have been through, you would have thought the quiet to be a peaceful repreive… but you are alone with your thoughts—thoughts of Innsmouth, of Deep Ones, of enormous monsters dwelling in the depths beneath the waves. You find yourself checking your rearview mirror regularly, waiting to spot the headlights of pursuers who want you dead; the glowing, unblinking eyes of an aquatic horror in your back seat; or perhaps even the cold, dead glare of Thomas Dawson, mutated nearly beyond recognition. But you see nothing. Just an empty road.*

You sigh and run through the events of the past few weeks once more. You believe you have a complete picture of what occurred, and yet you still feel like there is something missing. Another gap in your memories…

Check the "Memories Recovered" section of the Campaign Log.

If all 14 of the following entries are listed under "Memories Recovered," read **Flashback XV**. Otherwise, proceed to **Epilogue 2**.

- *A meeting with Thomas Dawson.*
- *A battle with a horrifying devil.*
- *A decision to stick together.*
- *An encounter with a secret cult.*
- *A deal with Joe Sargent.*
- *A followed lead.*
- *An intervention.*
- *A jailbreak.*
- *Discovery of a strange idol.*
- *Discovery of an unholy mantle.*
- *Discovery of a mystical relic.*
- *A conversation with Mr. Moore.*
- *The lifecycle of a "Deep One."*
- *A stinging betrayal.*

Epilogue 2: *…you shake the feeling away. It doesn't matter anymore. This whole ordeal is behind you now. Innsmouth, Dagon, Hydra, Y'ha-nthlei—just a terrible memory you wish you could forget, like all those other memories you lost. Your foot lies heavy on the accelerator. The faster you are away from this hellish place, the better.*

FLASHBACK XV

Do not read unless you are instructed

You are back in Agent Dawson's office in Boston. He has stepped out for only a brief moment in order to retrieve some documents for you to sign. Some kind of agreement not to speak of anything you might see or hear while working for the government, no doubt. Several minutes pass. You begin to wander throughout the office, examining the many books and maps Dawson has scattered around. Some are harmless enough—a medical textbook, a history of New England, a treatise on the anatomy of aquatic creatures throughout the Atlantic—but the volumes get stranger and stranger the more of his collection you examine.

Venturing nearer to Dawson's side of the office, you notice that the many books, envelopes, and documents spread across the surface of his desk lie atop an unfolded map. You decide to chance a peek, hoping Dawson's task will keep him from his office for a while longer. Pushing some of the objects in your way aside, you examine the map. It is an enormous nautical chart of the world's oceans, marked in many spots with fresh black ink. A fountain pen lies nearby.

The marks that Dawson has made are curious, to say the least. There are over a dozen scattered across the seas. Some lie just off the coast of various continents, while others are in the middle of the ocean, their locations marked with wide, unfilled cirles to show that their exact coordinates unknown. Strange words are scribbled next to each. P'tha'wei in the north Atlantic, near Greenland. Yhe'nthalla in the south Atlantic, just off the coast of Africa. R'lyeh deep in the south Pacific. Th'all-iewa by Australia in the eastern Indian Ocean. And at least ten more, some marked with question marks—an indication that this record is incomplete. You gently push aside the book that lies atop North America and see one more just off the coast of Massachusetts. Y'ha-nthlei.

You slam on the brakes and screech to a halt as your mind pulls back to the present. No. It can't be. *Your heart twists into a knot as you realize the truth.* No—!

Y'ha-nthlei was not the home of the Deep Ones. It was just one of many.

In your Campaign Log, under "Memories Recovered," record *the horrible truth.*

Design Notes

Congratulations on completing *The Innsmouth Conspiracy* campaign!

The Shadow over Innsmouth is one of the most beloved of Lovecraft's stories. It builds layers of suspense through its introduction of decrepit and hostile Innsmouth, forcing the reader to wonder just what in the hell is going on in this bizarre town. By the time the protagonist realizes he is in danger, it is already hot on his heels. But it is the revelation at the end that is truly memorable.

When crafting the story for *The Innsmouth Conspiracy*, I wanted to capture this same sense of mystery and suspense, but without relying on the crutch of using the same exact twist from *The Shadow over Innsmouth*. Instead, I focused on the Deep Ones themselves—their motives, their methods, and their own particular style of horror. What might a Deep One conspiracy to take over the world look like? How might another conspirator—a government agent, perhaps—seek to foil such a plot? What might they try to gain in the process?

The addition of the agency provided characters with whom we can form a connection, in the form of Thomas Dawson and Elina Harper. More importantly, the agency added another angle to the mystery. Now the titular "conspiracy" was not just Innsmouth's, but the government's, as well.

In order to further obfuscate the events of the story, I decided to split the scenarios up into two separate timelines and force the players to experience them out of order. Three of the eight scenarios would take place as "flashbacks," giving the players greater context into what events transpired before the start of the campaign. In addition to giving the campaign a compelling hook for scenario one, this change also led to the development of flashbacks as a major campaign mechanism. Searching for lost memories gives the investigators "stretch goals" to chase after, as well as adds to the campaign's replayability. Finally, it serves to further hide some of the deeper mysteries of the story such that they might only be discovered if you work hard to find them.

I hope you enjoyed our memory-hopping trek through the mysteries of Innsmouth. The town really gave you a cold welcome, didn't they? Although, admittedly, not as cold a welcome as our next campaign might…

— MJ Newman

Credits

Expansion Design and Development: MJ Newman and Jeremy Zwirn with Josiah "Duke" Harrist

Producer: Calli Oliverius

Editing: B.D. Flory

Proofreading: Christine Crabb and Jeremiah J. Shaw

Card Game Manager: Jim Cartwright

Arkham Horror Story Review: Kara Centell-Dunk and Phil Henry

Creative Director of Story and Setting: Katrina Ostrander

Expansion Graphic Design: Neal W. Rasmussen

Graphic Design Coordinator: Joseph D. Olson

Graphic Design Manager: Christopher Hosch

Cover Art: Tomasz Jedruszek

Art Direction: Deborah Garcia and Jeff Lee Johnson

Managing Art Director: Tony Bradt

QA Coordination: Andrew Janeba and Zach Tewalthomas

Production Management: Justin Anger and Jason Glawe

Visual Creative Director: Brian Schomburg

Senior Project Manager: John Franz-Wichlacz

Executive Game Designer: Nate French

Head of Studio: Chris Gerber

Playtesters

Cody Anderson, John Bagley, Dalia Berkowitz, Dane Bicott, Shannon Bicott, Cady Bielecki, Joe Bielecki, Jacob Carnine, Riley "Not a Fish" Colby, Stephen Coleman, Shelley Danielle, Andrea Dell'Agnese, Julia Faeta, Jeremy Fredin, Dan Gillette, Patrick Haggerty, James "Finbred" Howell, Andrew Janeba, Gary Lee, Grégoire Lefebvre, Casey Lent, Brian Lewis, Jamie Lewis, Kenny Ling, Josh McCluey, Kevin McLenithan, Joseph Mutch, Adam Nelson, Rebbekah Nelson, Josh Parrish, Lori Redman, Stephen Redman, Chad "Fully Blessed" Reverman, Scarlett Reverman, Vincent Schwartz, Avita Sharma, Alexander Skeggs, Aaron "Crazy Grenade-Chucker" Strunk, Michael "Louise" Strunk, Zach "Thelma" Varberg, Yu-Chi Wang, Owen Weldon, Ben Wilkinson, and Nick "#blessed" Willis

Special thanks to all of our beta testers.

Campaign Log: *The Innsmouth Conspiracy*

INVESTIGATORS

PLAYER NAME	PLAYER NAME	PLAYER NAME	PLAYER NAME
INVESTIGATOR	INVESTIGATOR	INVESTIGATOR	INVESTIGATOR
UNSPENT EXPERIENCE	UNSPENT EXPERIENCE	UNSPENT EXPERIENCE	UNSPENT EXPERIENCE
TRAUMA (Physical) (Mental)	TRAUMA (Physical) (Mental)	TRAUMA (Physical) (Mental)	TRAUMA (Physical) (Mental)
EARNED STORY ASSETS/WEAKNESSES	EARNED STORY ASSETS/WEAKNESSES	EARNED STORY ASSETS/WEAKNESSES	EARNED STORY ASSETS/WEAKNESSES

Campaign Notes

Memories Recovered

KILLED AND INSANE INVESTIGATORS

- ☐ THE PIT OF DESPAIR
  - PUZZLE PIECES
- ☐ THE VANISHING OF ELINA HARPER
  - THE SYZYGY
- ☐ IN TOO DEEP
- ☐ DEVIL REEF
  - BENEATH THE WAVES
- ☐ HORROR IN HIGH GEAR
- ☐ A LIGHT IN THE FOG
- ☐ THE LAIR OF DAGON
  - HIDDEN TRUTHS
- ☐ INTO THE MAELSTROM
  - EPILOGUE

CHAOS BAG

Possible Suspects?

- ☐ Brian Burnham
- ☐ Othera Gilman
- ☐ Joyce Little
- ☐ Barnabas Marsh
- ☐ Zadok Allen
- ☐ Robert Friendly

Possible Hideouts?

- ☐ Innsmouth Jail
- ☐ Shoreward Slums
- ☐ Sawbone Alley
- ☐ The House on Water Street
- ☐ Esoteric Order of Dagon
- ☐ New Church Green

Permission granted to photocopy for personal use only. © 2020 FFG.
Campaign Log also available for download at www.fantasyflightgames.com

Encounter Set Icons

A Light in the Fog

Agents of Hydra

Flooded Caverns

Fog over Innsmouth

In Too Deep

Malfunction

Shattered Memories

The Lair of Dagon

The Pit of Despair

Agents of Dagon

Creatures of the Deep

Devil Reef

Horror in High Gear

Into the Maelstrom

Rising Tide

Syzygy

The Locals

The Vanishing of Elina Harper